

Scouting 101

Held in the Meadows of the
Brecksville Reservation



September 9, 10, 11 - 2011

ATTENTION FELLOW SCOUTS:

The Cuyahoga Valley District has planned a Fall Camporee to be held Friday, Saturday, and Sunday September 9-11, 2011, at the Meadows area of the Brecksville Reservation. 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 "Scouting 101". All events have been planned by in full or in part by your SPLs. Your gateway should follow the theme of the Camporee and show aspects of Scouting Skills. You will be faced with a number of challenges that will test your ability. 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.

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. Registration fee is \$8.00 per attendee (include Adults, SPL and ASPL).
3. Brush up on your Scout skills.

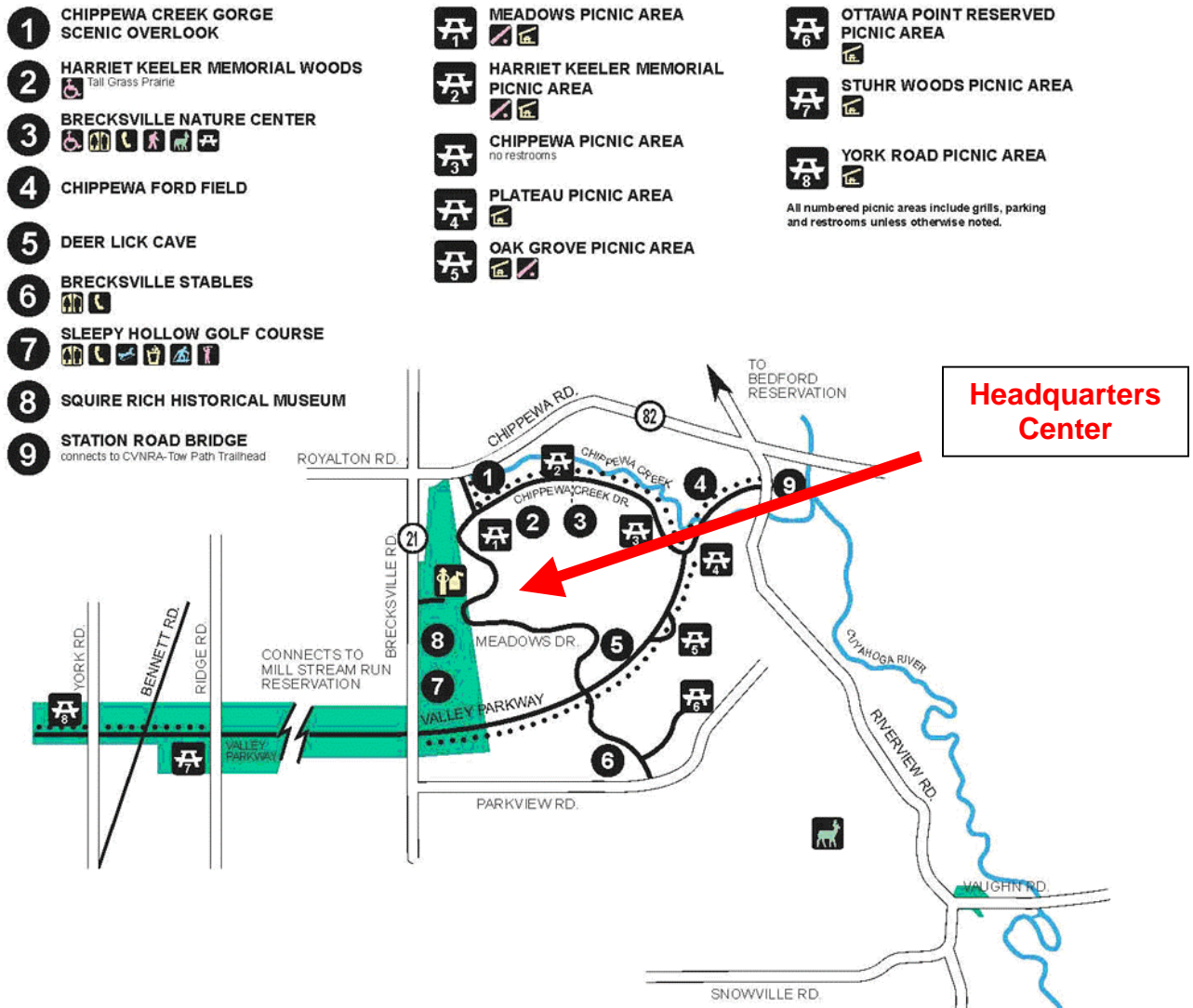
When you arrive at the Camporee, you will register and have your equipment checked for readiness at headquarters. All events will start at the same time on Saturday. Before the events, your Senior Patrol Leader will be given a secret scorecard to send your patrol in the right direction with their instructions for the day. Although there are allotted times for each event, you will be allowed to proceed to your next event at your discretion. Only if you exceed the event judge's time will you be asked to move to your next event. When you have completed all of 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.

NOTE: Event Six – Minutes to WINIT!! requires all patrols to start at the same time – 3:10PM. Senior Patrol Leaders must budget their event times accordingly so that they are not late to Event 6.

Don't forget---if your patrol is to take part, fill out the enclosed roster and mail it in right away!! Also - **You MUST HAVE a local tour permit. This is a MetroPark requirement.**

See you and your patrol on the 9th of September, 2011!

The Meadows is located east of Rt. 21 and south of Route 82 in the Brecksville Reservation of the Cleveland Metro Parks. On the map below, you can not see the road to the Meadows picnic area. It's a little short road next to the ball field. The Headquarters Center is located down that road to the Meadows field.



**CUYAHOGA VALLEY DISTRICT
CAMPOREE**

PATROL ROSTER

SUBMIT ONE COPY PER PATROL TO:

Jim Popik
3376 Spring Valley Rd.
Akron, Ohio 44333

DO NOT PAY at the Council Service Center. Pay at Check-In.

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: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

MEMBER: _____ Age: _____ Rank: _____

Participants:

\$ 8.00 X _____ = \$ _____

Patch only:

\$ 1.50 X _____ (number of patches) = \$ _____

GRAND TOTAL: \$ _____

Each paying attendee will receive a patch. The extra patch fee is for additional patches for non-participants.

Cuyahoga Valley District Camporee
Scouting 101
September 9-11, 2011

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 will an enclosed restroom within a short walk from the main campsite. Please instruct your Scouts to keep it clean. Patrols should plan to bring their own toilet paper and 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.
4. Unit (troop) campsite gateways will be judged, but INDIVIDUALLY from the patrol activity scores. SEE INCLUDED SHEET.
5. Cars and trucks will not be permitted beyond the parking lot curbs. If the weather and ground conditions permit, you may be able to transport your trailers (by manpower) to the rear of your campsite. Before doing so, you must verify permission with the Communications Center. 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, EXCEPT in the row adjacent to the campsites. The ONLY exception will be the vehicle containing the PA system. Please be attentive to this. We dislike having to have your vehicles towed away.
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. Gasoline stoves and/or lanterns must be used only with specific adult supervision. **NO FIREWOOD MAY BE BROUGHT INTO THE PARK. The park will supply firewood if available. (Ash Borer issue)**
9. Put all garbage and trash into plastic bag that troop will provide. MetroPark 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 dishwater 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. Webelos will be able to take part in the events of the Camporee after the Boy Scouts have completed the event. The judge may permit Webelos to attempt the event if time permits and if the event is permitted by BSA rules. Webelos may camp overnight in the confines of their Troop site either Friday or Saturday nights. Cub Scout attending for daytime observation will not be charged a fee nor will they receive a patch, but they must be registered with Council.
15. The registration fee for Adults and Scouts will be \$8.00 each, payable at registration. Extra patches may be purchased for \$1.50.
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. Park Rangers 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. Leaders (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 PER PARTICIPATING PATROL WHO ARE AT LEAST 18 TO HELP JUDGE AT THE CONTESTS.
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. **A PENALTY WILL BE ASSESSED FOR THOSE PATROLS WHO DO NOT HAVE A PATROL FLAG.**
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.

PATROL SITE JUDGING

PURPOSE: The purpose of judging Patrol campsites is two-fold:

1. To examine the site to be sure that the Patrol is using accepted standards for camp sanitation, safety, shelter, and food service.
2. To teach those Patrols that are deficient the proper methods so that they will have a good learning experience, and so that their future camping may be more rewarding.

INSPECTION;

The inspection will be made by at least two qualified Scouters, and the included Check-list will be used.

So that Scoutmasters and junior Leaders may prepare their Patrols properly, and so that all judging will be done on the same basis, a set of the Judge's notes is included here.

The Senior Patrol Leader, Unit Leader or Assistant Unit Leader **WILL BE REQUIRED** to accompany the inspectors through the area.

The Patrol Sites must be separated and the Patrol Name in evidence. **SHARING OF EQUIPMENT WITH ANOTHER PATROL (except for food storage) WILL BE CAUSE FOR DEDUCTION OF POINTS FOR EACH PATROL INVOLVED.**

Due to the lengthy time involved in these inspections (for the whole Camporee site) times cannot be scheduled for any given Troop. If you determine that you have not been inspected *by* 2:00 PM, please contact HQ. (It is possible that due to lack of Troop personnel the inspectors may have to skip a site to return later).

Inspections will take place between 9:00 AM and 5:00 PM on Saturday.

A completed Check-list will be left with the person accompanying the inspectors. Any disputes maybe discussed with HQ personnel at a later time.

THE JUDGES MAY VISIT YOUR SITE BEFORE, DURING, OR AFTER LUNCH. They will take into consideration the activity, or lack of activity, appropriate for the time of day.

PATROL CAMPSITE INSPECTIONS JUDGES' NOTES

SANITATION

- 1) A pan, bucket, or **container of some sort** suitable for **washing hands** and face should be set up in the Patrol area. The basin should be on a stand, table, or anything stable at least 12" off the ground. Basin should be clean with water and soap nearby.
- 2) Utensil wash_--_Begin with a garbage can or bag for scrapings. Follow with three pans (each large enough to hold 3 quarts of water). The first pan will contain hot soapy water for washing....the second will contain cold water for initial rinse....the third will contain very hot water for final rinse. It is suggested that a brush with handle be available for washing, and a pair of tongs (or other) be available to hold items in the final rinse. This area must be strictly supervised to AVOID scalds. The pans should be on a stand, table, or other stable place at least 12" off the ground.
- 3) Cooking gear clean and stored off the ground, in a wanagan or airing rack.
- 4) Trash bag or can with lid, available and set up so as to make it easy to put refuse in it. If a bag, it should be off the ground and out of reach of animals and rodents.
- 5) Patrol site should be clean and free from litter.

SAFETY

- 1) All fires must be at least 12" off the ground and means provided to catch ashes and falling embers, if any.

Liquid fuels are NOT recommended. IF USED, MUST BE BY ADULTS ONLY, OR UNDER ADULT SUPERVISION.
- 2) Properly sheathed axe and/or hatchet, and other tools properly stored when not in use.
- 3) Axe yard should be properly set up and marked, with chopping block in axe yard. Only one axe yard per troop need be provided.
- 4) An acceptable first aid kit should be in the possession of each Patrol. (See page 7 for minimum contents)

SHELTER

- 1) Tents should be set up properly--tight, square, and usable in rain or sun.
- 2) Tent guy lines should be properly tied using a tautline hitch or mechanical adjuster.
- 3) Dining fly should be set up to protect against rain, sun, and prevailing wind. Dining fly should accommodate the entire Patrol

FOOD SERVICE

- 1) All food should be stored in a wanagan, boxes, or coolers out of the sun or weather. Troop storage of food is acceptable.
- 2) All food containers should be sealed to keep out bugs, rodents, and animals.
- 3) Patrol menu should be in evidence. Food should be prepared on a Patrol basis.

PATROL CAMPSITE INSPECTION CHECKLIST AND SCORECARD

TROOP _____

PATROL _____

	MAXIMUM	SCORED
	Points	Points
SANITATION:		
1) Facilities for personal cleanliness	5 _____	_____
2) Facilities for utensil cleaning	5 _____	_____
3) Cooking gear clean and properly stored	5 _____	_____
4) Trash and garbage storage	5 _____	_____
5) Patrol site cleanliness	5 _____	_____
SAFETY:		
1) Cooking fire properly done	5 _____	_____
2) Properly sheathed axe or hatchet, properly stored tools	5 _____	_____
3) Axe yard (One per Troop)	5 _____	_____
4) Acceptable first aid kit (minimum requirements on pg 7)	10 _____	_____
SHELTER:		
1) Tents set up properly	10 _____	_____
2) Tent guy lines properly done	5 _____	_____
3) Dining fly set up	5 _____	_____
FOOD SERVICE:		
Food storage (As Troop is acceptable)	10 _____	_____
Food containers sealed against bugs, etc.	5 _____	_____
Food preparation and posted menu	10 _____	_____
Duty roster posted	5 _____	_____
<hr/>		
TOTAL	100	

CAMPOREE SCHEDULE

FRIDAY, September 9, 2011

4:00 – 9:00 PM Check-in, Troop Site assignments, Set-up camp
9:30 PM Scoutmaster Cracker Barrel (HQ). At least one adult per troop.
11:00 PM TAPS – All noise and bright lights to be gone by 11:00 PM.

SATURDAY, September 10

7:30 AM **Reveille.**
7:45 AM Assemble in front of Troop sites and prepare to post unit flags at District Gateway. (Class A required)
7:50 AM **TO THE COLORS** ~ All Scouts come to attention and salute as the National Colors are raised
8:00 – 9:30 AM **Breakfast and Clean up.**
9:00 AM All event Judges arrive at your event area. Please be on time.
9:30 – 12:00 PM CAMPOREE EVENT STATIONS OPEN (SEE NEXT PAGES)
12:00 – 1:30 PM Lunch and Clean up.
1:30 – 4:00 PM CAMPOREE EVENT STATIONS OPEN (SEE NEXT PAGES)
4:00 – 5:00 PM Patrol skit audition (Campfire area – worth 50 points for audition).
5:15 PM Non-denominational religious services (area to be announced).
5:30 – 7:30 PM Dinner and Clean up.
7:30 PM Assemble in front of campsite for RETREAT (Class A required).
8:00 PM CAMPOREE CAMPFIRE/AWARDS. (Each troop is requested to bring a Dutch Oven Dessert to share at the Campfire)
Scoutmaster Cracker Barrel (HQ area).
10:00 PM **TAPS**
11:00 PM

SUNDAY, September 11

7:30 AM **Reveille**
7:45 AM ASSEMBLE for flag raising (See Saturday AM).
7:50 AM **TO THE COLORS** (See Saturday AM).
7:50 – 9:00 AM **Breakfast and clean up.**
9:15 AM ASSEMBLE at Camporee Flagpole for Closing Ceremony.
10:00 AM **Break camp and clean up area.**

TROOPS MAY PREPARE FOR DEPARTURE 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

DUTCH OVEN DESSERT CONTEST!! – Many troops have provided delicious desserts for us to enjoy. This year, the Camporee staff will judge the offerings and award special prizes to those troops who provide the best desserts! Prizes will be awarded at the Leader's Cracker Barrel at the end of Saturday's events.

SUMMARY OF EVENTS

The following events will be presented on Saturday:

- | | |
|----------------------------|----------------------|
| 1) Compass & GPS | 2) Fire by Friction |
| 3) Chariot and Ladder Race | 4) Catch the Snapper |
| 5) Time Saver Puzzle | 6) Minutes to Wint!! |

The Events will start at 9:30 AM Saturday. Each patrol may spend 40 minutes at each event and will have 10 minutes to move to the next station. The Compass & GPS is slotted for 1 hour – so budget your times accordingly. As mentioned earlier, you will be allowed to proceed to your next event at your discretion. Only if you exceed the event judge's time will you be asked to move to your next event. **PLEASE** ask the judge at the next event for permission to enter the event early. See each event's instructions for any additional equipment requirements.

Reminder: Event Six – Minutes to WINIT!! will start for all patrols at 3:10PM.

SUMMARY OF SCORING

1. Saturday Patrol competition	600 points per patrol
2. Patrol Site inspection	100 points per patrol
3. Scavenger Hunt	100 points per patrol
4. Campfire Skit Audition	50 points per patrol
5. Patrol Flag	30 points per patrol

TROOP GATEWAYS – TROOP 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. **NOTE: The park service will permit you to bring in wood for your gateway as long as you take it home when you leave.** 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 – Scouting 101. The Gateway is to reflect the Troop personality. Please have an explanation of the gateway available for the judges.

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.

COMPASS & GPS

PROBLEM:

Run a modern Orienteering cross-country white course (approximately 1 mile total distance), plus find two bonus GPS locations within the course.

INSTRUCTIONS:

The course consists of 8 standard orienteering markers (orange and white nylon flags, with a special punch hanging from each). In addition, two of the points include latitude / longitude coordinates of a bonus point that can be visited in succession prior to the next orienteering point. The patrol will be expected to have each member lead the search to one point, in rotation. Each point will also include a scouting related clue to a word or phrase (Fifth point of the Scout Law, etc.) to be filled in on the score sheet. At the conclusion, the patrol will unscramble marked letters of the various answers to provide a scouting-related phrase for points.

SCORING:

Finding each orienteering point by compass bearing,
distance, and terrain reading (8 locations, 7 points each) 56 points
Finding each GPS point (including entering the
coordinates in the GPS receiver (2 locations 12 points each) 24 points
Subtract 2 points for each minute from 46-55 minutes
Subtract 5 points for each minute from 56-60 minutes
Department 10 points
Correct solution to the puzzle 10 points

Total.....100 points

EQUIPMENT NEEDED:

Compass and pencil supplied by the patrol. Score sheet and GPS receiver will be supplied by the judge.

NOTE: If GPS units are not available (we will make every effort to obtain the GPS units from Council), other methods will be used to award points, i.e. map symbols, topographical map symbols and trail signs.

FIRE BY FRICTION

PROBLEM:

Correctly lay five fire lays – Tepee, Lean-To, Log Cabin, Criss-Cross, and Fire Stick (see examples on next page), explain the safe use of knives and axes and start a fire using only friction.

INSTRUCTIONS:

Ignite your designated fire lay without the use of matches. Hot spark, stove lighters or similar devices may not be used. You may only use friction (bow or stick). In addition, the patrol must explain to the judge the proper safe handling of a knife and an axe; explain the purpose of an axe yard, and demonstrate the proper way to sharpen a knife and an axe.

SCORING:

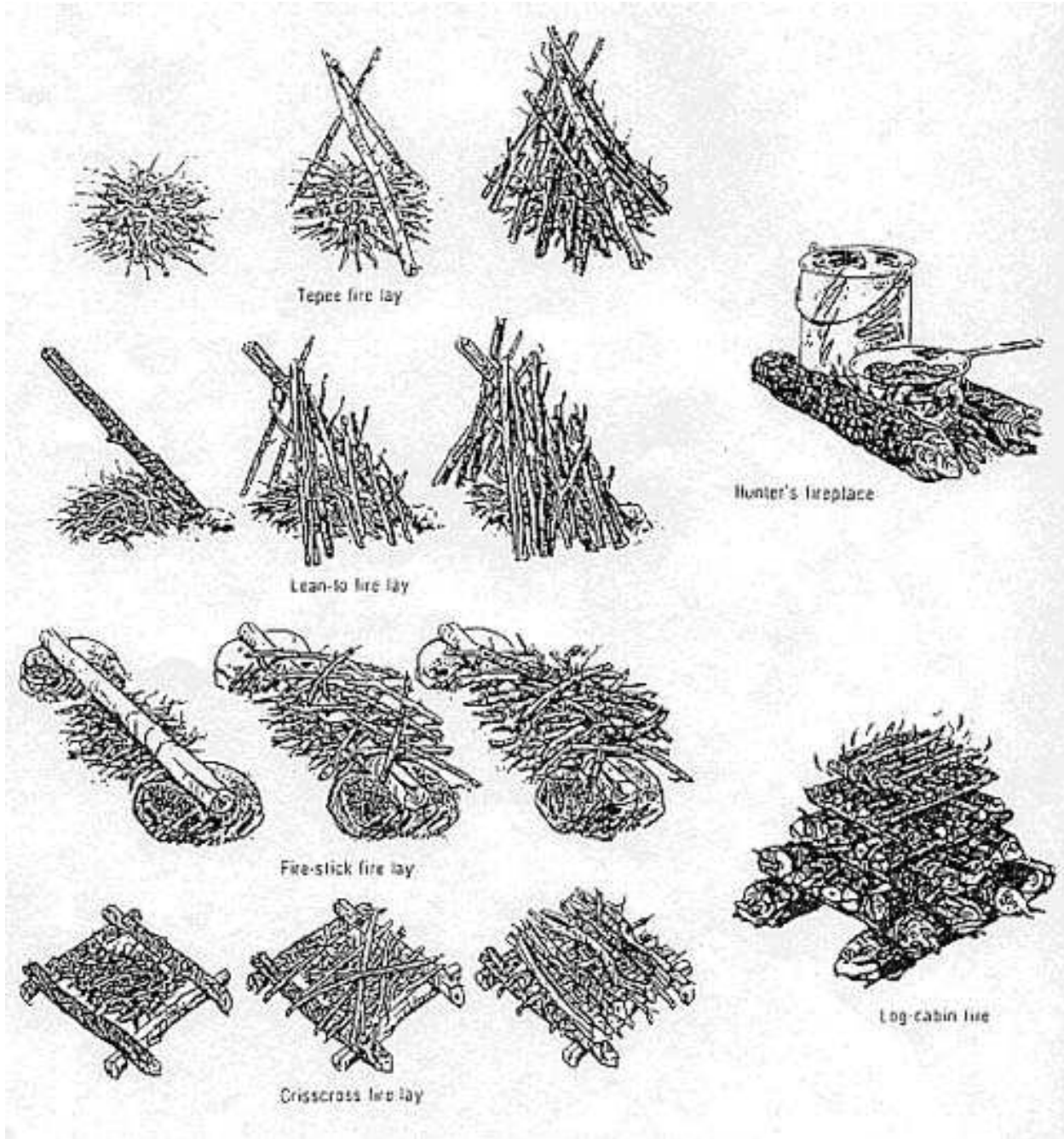
Participation and Deportment.....	10 points
Each correct fire lay (5 points per fire lay)	25 points
Proper use of axe and knife	10 points
Proper explanation of an axe yard	10 points
Demonstrate proper sharpening of axe and knife	10 points
Generate hot spark or smoke from friction	35 points

Total possible score	100 points
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EQUIPMENT NEEDED:

All equipment is to be supplied by the Scouts and no restrictions will be imposed upon those materials EXCEPT that the wood or the ignition material may not be treated in any way and that each piece of wood may not exceed 18” in length. Supplied materials may either be recovered by the Scouts as may be possible, or donated to the Evening Campfire.

Firelay Examples



CHARIOT TRANSPORT AND LADDER RACE

PROBLEM:

This is a three-phase event and is timed. All Patrols will begin at the starting signal. Four parallel lines will be established. Line 1 is the starting line, Line 2 is 20 ft. ahead of Line 1, Line 3 will be 150 ft. ahead of Line 2 and Line 4 will be 30 ft. ahead of Line 3 for a total course length of 200 ft. The object is to construct a chariot to race the course and using the same poles construct a ladder to demonstrate lashings and teamwork.

INSTRUCTIONS:

At Line 2 the Patrol will stage all the material necessary to construct a chariot (3-5 to 6 ft poles and rope/twine for lashings) and 2 additional 5 to 6 ft. poles. At the starting signal the Patrol will cross the Starting Line, proceed to Line 2 and construct their Chariot. The horizontal pole must be off the ground by at least 8 inches. One Scout will ride on the Chariot while the rest of the Patrol drags the Chariot or runs along side (carrying the 2 additional poles and lashing material). If the Chariot comes 'apart' the Patrol will stop immediately and repair it. Each time the rider makes contact with the ground, (that doesn't result from a Chariot breakdown) a 30 second penalty will be assessed.

As soon as the Patrol reaches Line 3 they will stop and disassemble their Chariot. Uh-Oh!! One of your patrol members has injured his leg. Using materials found close by (supplied by judge DO NOT use your poles), splint his leg. Then using your poles and other objects, construct a stretcher and transport your patrol member to 2 feet before line 4. DO NOT cross line 4. At line 4, your patrol member will make a miraculous recovery.

Line 4 is a downed power line. You must construct a 3-rung ladder to cross over the line. They will then construct a 3-rung ladder with their 5 to 6 ft. poles and lashing material. **NOTE:** Poles to make the rungs will be supplied by the judge. The bottom rung must be off the ground by at least 8 inches. The Patrol will proceed to Line 4 where each Scout in turn will ascend the ladder to the second rung, stand erect(still holding the vertical spars) with both feet on the rung for 2 seconds and then dismount safely while the other Patrol members support the ladder. A 5 point penalty will be assessed for each Scout who does not climb the ladder exactly as specified above. Eight Scouts must make the climb (rotate Patrol members, if necessary).

When all Scouts have successfully climbed the ladder the Patrol will return to Line 3, disassemble the ladder and reconstruct the Chariot. The Patrol will then transport their Chariot with rider as described above to Line 1 where time will end.

SCORING:	Department	10 pts.
	Under 10 minutes.....	90 pts.
	10 minutes to < 12 minutes	80 pts.
	12 minutes to < 14 minutes	70 pts.
	14 minutes to < 16 minutes	60 pts.
	16 minutes to < 18 minutes	50 pts.
	18 minutes to < 20 minutes	40 pts.
	20 minutes to < 22 minutes	30 pts.
	22 minutes to < 24 minutes	20 pts.
	24 minutes to < maximum event time	10 pts.
	Total Possible	100 pts

EQUIPMENT NEEDED:

5 --5 to 6 foot poles. Poles with one or more flat sides are not acceptable. Rope or twine for lashing.

CATCH THE SNAPPER

PROBLEM:

You are standing on the bank of a river. On the opposite shore, which is 12 feet away, is a snapper (rat trap) which you wish to catch. Lash the four (4) poles you have with you to make a "fish pole", catch the snapper (the rat trap), and bring it to your side of the river without the trap touching the water (ground between the two banks). Each patrol member must participate—either with lashing or directing the pole.

SCORING:

- Participation (Department) 10 points
 - Proper lashing (6 lashings at 5 points each 30 points
 - Caught snapper 30 points
 - Brought snapper home30 points
- Deduct 10 points if snapper touches ground between the river banks*

TOTAL MAXIMUM SCORE 100 points

EQUIPMENT NEEDED:

Four (4) poles 5 to 6 feet in length, 1 to 1 1/4 inches in diameter, milled or natural. Poles **cannot** have a flat side.

Materials for lashing

One 6 foot rope (Not larger than 1/4 inch in diameter) as fish line.

TIMESAVER PUZZLE

PROBLEM:

This is the Timesaver Puzzle for Model Railroading. It was developed By John Allen in the 70s as an operation puzzle for model railroading.

We are using it today as a patrol event to test team work and the thinking process. Just like a patrol, the train crew acted much the same way. The conductor was in charge of the train and the engineer, brakeman and switchmen. They would work together to get car loads spotted at industries in the most efficient way.

Positions: the patrol will assume the following positions of responsibility for this event.

- **Conductor** – this will be the patrol member in charge. The conductor decides where the cars go and in what order. He works with all the other members to get the job done efficiently.
- **Engineer** – This member runs the controls of the locomotive.
- **Brakeman** – this member couples and uncouples the cars and is the eyes and ears for the engineer
- **Switchmen** – control the ground switches for the train crew.

RULES:

1. Switch the five cars to their destination on the layout.
2. Complete the switching as quickly as possible.
3. Time starts when the locomotive starts to move.
4. Time ends when the conductor reports to the judge that the team is done.
5. Time will be added for derailments at increment of 5 seconds each
6. Do not exceed the speed limit on the throttle of 40

GENERAL RECOMMENDATIONS:

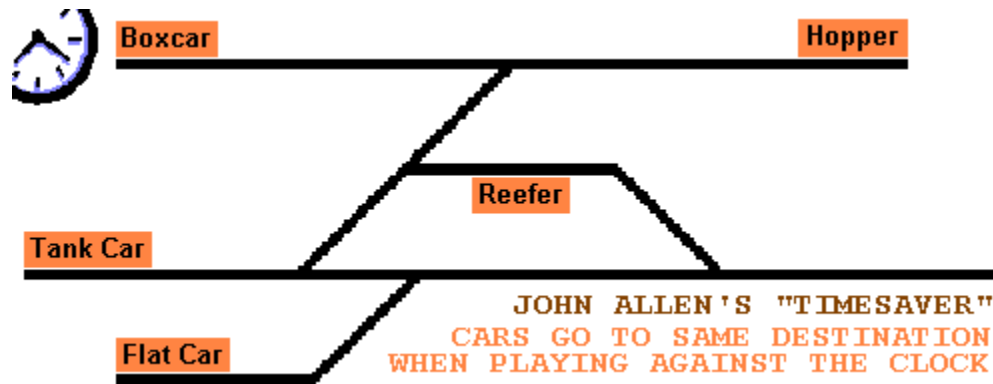
- Study the problem before you start to make moves
- Assign positions to all members of the patrol.
- Attitude (deportment) is worth 10 points
- Team work is graded and is worth 30 points
- Brakeman should be the only team member to touch the rail cars.
- Set up an example course and use boxes for your cars
- Practice and teamwork are essential to score well

RULE A1: "Switch the five cars to their destinations on the layout."

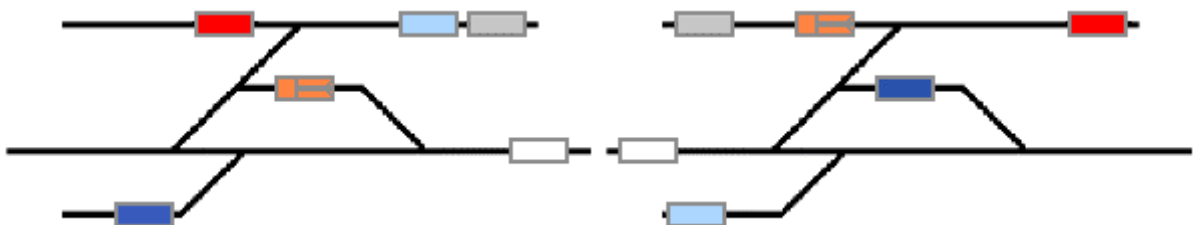
RULE A2: "Complete the switching as quickly as possible."

On the original Timesaver layout, John Allen marked out the destinations for each car before each game session and then set up the cars in their "starting positions", which also stayed the same for every round of the game. Time was a key element in the game (as the name implies): you had to make the right switching moves to get the cars to where they were supposed to end up, but you also had to do it as quickly as possible. This also meant that apart from thinking ahead to do as little switching as possible you also had to be nimble with the controls for the locomotive (which on the original Timesaver operated with a set speed, so you could only change the direction of travel of the locomotive). A game of Timesaver was therefore set up this way to provide individual players with absolutely the same game configuration, so that at the end of a game session (perhaps an evening at a

club, or even an entire day at public shows) you would have a winner: the operator who got the switching done in the shortest period of time. Any accidents such as derailments etc. would earn the switcher in charge a time penalty.



In this illustration, five distinct types of freight cars are used to make spotting the car easier and the positions where the cars are required to end up are marked down (some Timesaver layouts built especially for use at public shows actually have these destinations put down permanently, i.e. they never change). Below is a random example of how cars could be set up for one game of Timesaver (left) and how they should end up in the end (right).



The above layout is just an example and may not be the layout used at the Camporee. It is only for practice.....

SCORING:

Department.....	10 pts.
Teamwork.....	30 pts.
0 minutes to < 11 minutes.....	60 pts.
11 minutes to < 13 minutes.....	55 pts.
13 minutes to < 15 minutes.....	50 pts.
15 minutes to < 17 minutes.....	45 pts.
17 minutes to < 19 minutes.....	40 pts.
19 minutes to < 21 minutes.....	35 pts.
21 minutes to < maximum event time.....	30 pts.
Total Possible.....	100 pts

MINUTES TO WINIT!!

PROBLEM:

This is a multi-phase event and is timed. This event will combine sections of all of the day's events. All patrols will start at the same time. There will be a starting lane for each patrol.

INSTRUCTIONS:

At Flag 1 using your poles and other objects, construct a stretcher as you did in the Chariot Race and transport a patrol member to Flag 2. If your patrol member on the stretcher falls off or any part of the stretcher or the "victim" touches the ground, you will lose 5 points for each incident.

At Flag 2, you will lash your four poles together as you did for the Snapper. Then you will orient your lashed together pole to the compass bearing given to you by the judge at Flag 2. As soon as you have completed aligning your "compass needle" and you have received your score from the judge proceed to Flag 3.

At Flag 3, you will construct 3 proper fire lays using materials that you have brought with you. As soon as the judge has given you your score for the 3 firelays, you will proceed to Flag 4.

At Flag 4 you will take your 8 ropes and using at least four different joining knots tie two (2) longer ropes of four ropes each. You will then cross one rope over the other creating a large X with patrol members holding the four ends and the other patrol members equally spaced along each of the now four legs of the X. When the Senior Patrol Leader signals the judge that your patrol is done, your total time stops. Your knots will be examined by the judge and you will receive your score for your knots.

Your patrol will then follow the instructions of the judge for further participation.

SCORING:

Department.....	10 pts.
Proper Stretcher and Carry	9 pts.
Proper Lashings (3 points ea.)	9 pts.
Correct Compass Bearing (within 5 degrees).....	9 pts.
FireLays (3 points ea.)	9 pts.
Joining Knots (3 points ea.)	12 pts.
Total Time (2 point decrement high to low)	42 pts.
 Total Possible	 100 pts

EQUIPMENT NEEDED:

4 --5 to 6 foot poles. Poles with one or more flat sides are not acceptable. Rope or twine for lashing. Compass or GPS. Materials suitable to build firelays. 8 – 8 foot ropes suitable to tie together using joining knots.

SCAVENGER HUNT

This is an all day event

PROBLEM:

The Patrols will be given a list, either by way of the Scoutmasters at the Friday Crackerbarrel or at the first event station on Saturday morning of the items they are to find. These may be physical things, such as a stone, or it may be vegetation or an object to be verified. It may even be a characteristic of a person (i.e. – oldest person in camp). Verification may require someone's signature indicating that they have located the item.

INSTRUCTIONS:

The Hunt will begin with the first event at 9:00 AM Saturday. It will close at 4:00 PM Saturday. All score cards must be turned in at Headquarters **no later** than 4:15 PM, or sooner if you have completed the card.

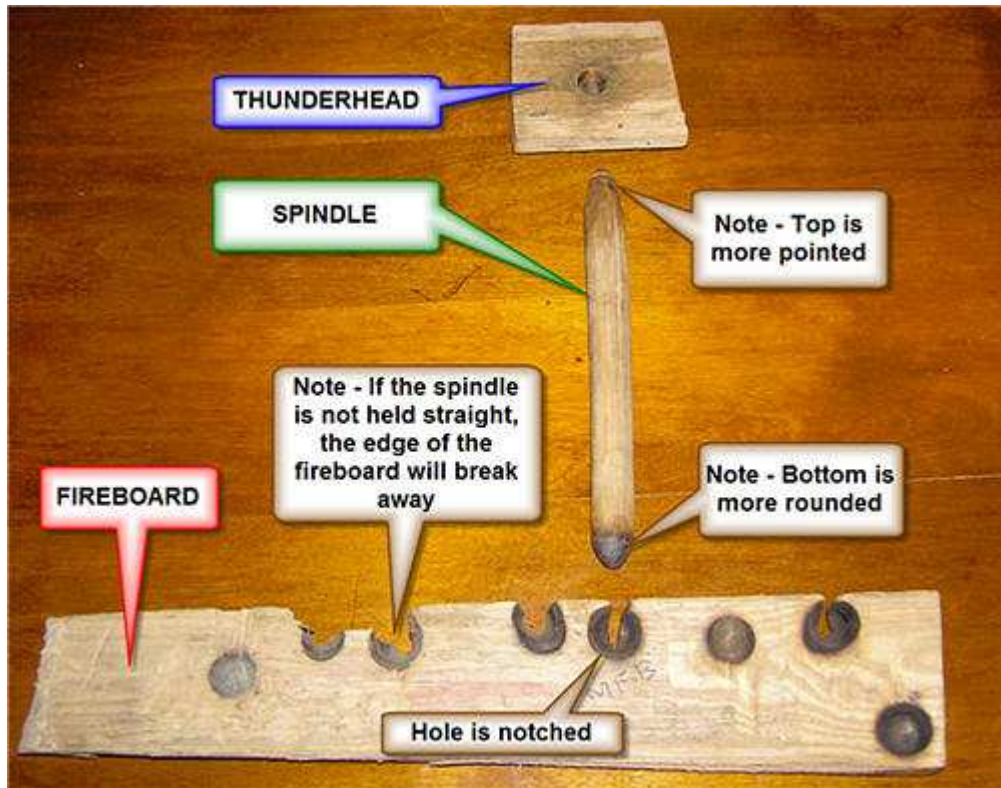
SCORING: The list of items to be found will give the number of points to be earned for locating each item.

TOTAL MAXIMUM SCORE 100 points

Making & Using a Fire-by-Friction Set

Partially adapted from the Firecrafter Candidate's Manual and a guide by Ernest Thompson Seton.

Do you think that you can build a fire using a fire by friction set made by yourself? If you answered YES to this question, you are already 50% done with the building of your fire by friction. It is a fun challenge to any scout and the following tips should make it easier for you, especially if you believe you can build a fire by friction set.



Finding the Right Wood

Your first step is to find the best wood for your spindle and your fireboard. Generally, you should make these two parts of your set from the same type of wood (if for some reason this is not possible, make sure that the spindle is a harder wood than the fireboard). Good choices for your spindle and fireboard are:

- Red Elm (Slippery Elm)
- Cedar - one of the best choices
- Basswood
- Walnut
- Blue Beech
- Cottonwood
- Yucca - one of the best choices
- Cypress
- Tamarack

For your thunderhead you'll want to use a pine or hemlock knot. The trick is to get a piece of wood from the fir family that has a lot of resin that will help lubricate the thunderhead.

Drying your Wood

For this to work, your wood must be bone dry. If your wood is not dry, you will need to dry it out. On a hot summer day, you can put the spindle and fireboard on the dashboard of a car and let the sun dry it out. If the weather is not cooperating, you can wrap your floorboard and spindle in aluminum foil and place it on a charcoal fire for a short time to dry. Be careful though - if you leave it too long, it will burn.

The Spindle

The spindle should be straight wood and preferably from the center of the log. A good height for your spindle is to 12 to 15 inches with a diameter of 3/4 of an inch. With a sharp hand axe, shave the corners down, so as to make your spindle eight sided. Leave the edges sharp, so that they will bite into the thong or rope of your bow. Sharpen both ends, with the top end being a little more pointed than the bottom end.

The Fireboard

Next, split a piece of wood about 3/4 of inch thick for the fireboard. Your fireboard must have a flat surface so it does not rock when placed on the ground. The length of your fireboard should be 18 to 24 inches long. The holes in your fireboard should be 3/4 of an inch from the edge. Make sure the hole is far enough from the edge to prevent breaking. To start the holes in your fireboard, use the sharp corner of a hand axe or a lock blade knife.

The Thunderhead

Your thunderhead should be made of a hard wood that has been taken from a log or branch. It should fit in the hand well and should be comfortable to the user. Start the hole in your thunderhead the same way you did in your fireboard.

The Bow

The last part of your set is the bow. The bow should be about the length of your arm, or perhaps a little longer. It will work best if it is slightly flexible and has a slight curve. Unless your bow has a fork at the end(s), you will need to put notches or holes in your bow to keep the thong or rope from slipping. So, make sure your bow is thick enough. Do not forget to leave room for a handle. The thong or rope, which is used to turn the spindle on the fireboard, should be made of good quality rawhide or rope. Cherry sap may be used on the thong or rope to give the spindle a non-slipping surface.

Tinder

A bird nest without feathers or mud is the best tinder. Dry grapevine, sassafras, and the inner bark or cottonwood or aspen can be used, but should be shredded and made into a nest. Many people like dry grass which is easy to find, but make sure it is very, very dry! Dry grass also smokes a great deal. Seton suggested using a wad of fine, soft, very dry, dead grass mixed with shredded cedar bark, birch bark, or even cedar wood scraped into a soft mass. If you can find a meadow mouse's nest, it will also work nicely. Make sure your nest has a place to put your spark.

Lubricants

Before you start, collect some jewelweed, sassafras leaves, or sap that you can put between the top of the spindle and the thunderhead. If you lubricate the top of your spindle well it will turn without as much friction at the top and create more friction at the bottom.

Preparation

Before you start, decide which end of the spindle will be the top. Mark the top of your spindle with the edge of a piece of charcoal or a pencil so that you know which end is the

top. This is very important, because you never want the top of the spindle to touch the fireboard. The top end will be lubricated and if the lubricant gets on the fireboard, it will also lubricate the bottom of your spindle and prevent you from being able to start a spark. It is also a good idea not to touch the bottom end, because the oil from your hands will lubricate it.

Now it is time to burn the holes in your thunderhead and fireboard. Many methods can be used, but the most effective way has proven to be the type where the left foot is placed on the fireboard, the thunderhead is held under the knee of the left leg, and the bow is pumped with the right arm. If you are left-handed, you hold the fireboard with the right foot, the thunderhead is in the right hand, and you pump the bow with your left arm.

After you have burned the hole(s) into the fireboard, use a hand saw or a bow saw, and cut a narrow notch into the fireboard, so that the point of the V is at the center of the hole. The notch should go farther underneath the hole than it does on top so that the spark does not get caught. Use a knife to shave the rough edges, but remember not to make the notch too big. The edges of the notch need to be as smooth as possible so that the powder and spark will drop down below the fireboard.

Going for the Spark

Now you are ready to get a spark. Put some jewelweed, sassafras leaves, or other natural lubricant inside the thunderhead. Tighten your bow before you start to pump, and tighten it again when necessary. Pump the bow in the manner described earlier. Take long, even strokes. Pressure is very important, so force as much weight as

possible on to the thunderhead. Keep a good rhythm. A popular method is the 20-20-20. First take 20 long strokes to establish a good rhythm. Then, increase the speed for 20 strokes while adding a little pressure and maintaining long strokes. Finally, put on as much pressure as possible while going as fast as possible. If you can do this for another at least another 20 strokes, you probably will have a spark. Make sure you have something underneath your fireboard to catch your "goofers" dust and your spark. Aluminum foil works well for this. Keep all your goofers dust in a 35mm film canister or something similar, as you will use it to build up your spark. Do not stop when smoke starts appearing. Add pressure and a little bit more speed. Even if you think you have a spark, keep pumping. When you feel like stopping, don't. If, after you stop pumping, smoke appears, you have a spark.

What to Do with the Spark

Once a spark is obtained, fan it with a knife blade. Catch your breath, and get your nest ready. You should not be in a hurry. After the spark has been built up with the goofers dust you have saved up, cut it in half and place it into the middle of your nest with your knife blade. Enclose the spark with the nest, but do not smother it. Hold up the nest as if you were praying to something in the sky, and whisper to that beautiful spark. If you blow too hard, you will blow it out. As the spark gets larger and more abundant, blow a little harder. Soon the tinder will burst into flames, but do not drop the nest. Instead, place it down into the fire lay that you have built. If the first half of your spark does not light the tinder, use the other half that remains from when you cut the spark, and place it in the birds' nest again. Build up your fire. **Do not get excited and use your set for firewood!**