

To: All River Trails District Scoutmasters, Webelos Den Leaders and Venturing Crew Advisors
Re: Spring Camporee 2010

Dear Scoutmaster, Den Leader or Crew Advisor:

We think your Scouts will enjoy the Spring Camporee, and the more Scouts we get, the better the Camporee will be. The theme will be "SURVIVOR" based on the Wilderness Survival Merit Badge. We will be holding the Camporee in Crocker, Mo on the weekend of April 16-18, 2010. Please take the time to review the enclosed materials with your Scouts, and return the enclosed reservation form to the Scout Office before Friday, March 19th, 2010, so we will have some idea of how many Scouts to expect and how many patches to order. To get driving directions you can enter these Grid Coordinates for the site: 37.973585, -92.275017

A general schedule for the entire Camporee, and a detailed schedule for Saturday, is enclosed with this note. Please feel free to share the station schedule with your Scouts - the titles and subject descriptions should engage their interest. Please note that while the stations listed are fairly well set, there may be some changes as things fall into place.

The Camporee will be a mix of competitive and non-competitive activities, with the patrols competing for a combined score. Non-competitive stations will be given to help complete requirements for the merit badge. Competitive stations will be scored on various scales, depending on the station - some are timed, some are purely objective (getting the right answers), some are purely subjective (score based on how the patrol worked toward the goal or thought out the problem).

Each station is designed to take 30-35 minutes,

There will be a campfire Saturday night, and troops are asked to have a skit or song which is related to the "SURVIVOR" theme. There's plenty of time to think about this, so let's see some creativity, not just the same old stuff! All songs or skits must be turned in at the Camporee Registration Tent by 12:00 pm, in a written format. Once approved by the committee, it will be returned to the Troop.

Units should plan to check in by 8:30 Friday night. Units will be able to enter the campsites starting at 4:30 PM. If a Unit needs to set up their campsite earlier contact us to make arrangements. There will be a Cracker Barrel at 9:00 Friday night for last minute instructions for the SPL's and Scoutmasters. **There is no ground fires allowed at this Camporee, Units must plan accordingly.**

The cost of the Camporee is \$10.00 per Scout and \$5.00 per Adult in attendance (regardless if they stay the night or just attend daytime activities). This will cover Insurance, Supplies, Rentals and other expenses, including a custom patch and Unit Streamers.

Troops are *encouraged* to invite a Webelos Den to attend with the Troop. The Webelos will compete as a DEN and have a chance to win their own Overall Den Award. They are to be registered with an attending Troop, and have a permission slip.

Each Unit is asked to have a Scouts' Own service on Sunday morning. Campsites are to be inspected by a Commissioner before a unit may be released.

Scoutmasters we need a list of Scouts who already have the Wilderness Survival Merit Badge, these will become station hosts and make it 'BOY LED'. Please indicate these scouts on your registration form.

Scouts who will be participating in "Survivor" (Wilderness Survival Merit Badge) needs to make a personal survival kit and include a 4'x6' tarp and have it in their possession for some of the stations. On Friday night Scouts will sleep in their own or Troop tents, on Saturday they will sleep in their shelters.

Greg Brown will be conducting a Dutch Oven cooking class for the scouts and need leaders that have Dutch Oven Experience to assist with the class.

1. Menu will be Cracker Barrel Biscuits and Pineapple Upside down cake.
 2. Each scout or team of 2 needs to have Dutch Oven, spoon, mixing bowl and leather gloves, Welding gloves preferred, (purchase at Orchelins Farm and Home \$7.99).
 3. Limited space depending on the number of adults that volunteer. I need at least 2 – 3 adults to help.
 4. Scoutmasters need to RSVP the scout or team of 2 scouts, one week prior to Camporee for purchase of supplies.
 5. Cost is \$10 per scout or team of 2(\$5.00 each). Payment will be collected at the Camporee.
- RSVP Greg Brown –
foxtrotter59@yahoo.com
314.306.7638 Cell

There will be an opportunity for any units needing to do O.A. Elections, on Saturday. There will be an O.A. Callout Ceremony at the Campfire on Saturday night.

If there are any questions, we can be reached at the following contacts:

Michael Arnold 573-528-5754

Mark Sasfy 573-433-1315

Brent Wilkinson 573-280-0301

See you at the Camporee!

Yours in Scouting,

Michael, Mark and Brent
Spring Camporee Committee

Friday, April 16, 2009

4:30-8:30 PM Check in time (follow signs from Crocker Conoco / “U” Hwy, Also the Grid Coordinates are: 37.973585, -92.275017)

9:00 PM Scoutmaster, other Adult Leaders, and Senior Patrol Leader meeting

11:00 PM Taps

Saturday, April 17, 2009

7:00 AM Reveille

7:00-8:30 AM Breakfast with your unit

8:30-9:00 AM Station Host Meeting at Registration Tent

9:00 AM Flag ceremony in Class “A” Uniforms

9:30-12:00 Events start (Campsite Inspections by Commissioners)

12:00-1:30 PM Lunch in Campsites

1:30-2:30 PM Shelter Building for all Patrols (Station # 8)

1:30-2:30 PM Webelos Cooking Demonstration

2:30-4:30 PM Resume and Complete events, Turn in score sheets at Registration tent.

5:00 PM Retreat at flags in class “A” uniforms (Bring Spirit Stick for Turn-in)

5:00-7:30 PM Dinner with your unit

8:00 PM Camporee Campfire, Awards Ceremonies and O.A. Callout

11:00 PM Taps

Sunday, April 18, 2009

7:00 AM Reveille

7:00-8:45 AM Breakfast with your unit

9:00 AM Scouts Own Service in Campsites

9:30 AM Break camp—please leave the camp cleaner than when you found it!

Have a safe trip home!

Thank you for attending the Camporee!!

Spring Camporee 2010 Troop Registration Form

Troop # _____

Unit Leader _____ Home Phone _____

Address _____, MO. Zip Code _____

Youth Name	Rank	Adult Leaders
1.		1.
2.		2.
3.		3.
4.		4.
5.		5.
6.		6.
7.		7.
8.		8.
9.		9.
10.		10.
11.		11.
12.		12.
13.		13.
14.		14.
15.		15.
16.		16.
17.		17.
18.		18.
19.		19.

Total # of Boy Scouts Registered _____ X \$10.00 each = _____

Total # of Adult Leaders Registered _____ X \$5.00 each = _____

Total Fees Enclosed= _____

Form must be submitted to the Rolla Scout Shop no later than **Friday March 19, 2010**

Spring Camporee 2010 Webelos Registration Form

Pack # _____ Host Troop # _____
 Unit Leader _____ Home Phone _____
 Address _____, MO. Zip Code _____

Youth Name	Adult Leaders/Parents
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
10.	10.
11.	11.
12.	12.
13.	13.
14.	14.
15.	15.
16.	16.
17.	17.
18.	18.
19.	19.

Total # of Webelos Scouts Registered _____ X \$10.00 each = _____

Total # of Adult Leaders/ Parents Registered _____ X \$5.00 each = _____

Total Fees Enclosed= _____

Form must be submitted to the Rolla Scout Shop no later than **Friday March 19, 2010**

Troop Competitions

#1 Tribe Spirit Stick Contest

Items needed by Patrol: Two foot Wooden Stick to construct Spirit Stick, (Paint is optional). All other supplies can be earned by completing stations (Leather, Feathers, Beads, String, etc).

All Spirit Sticks are to be constructed entirely by YOUTH Members. The Senior Patrol Leader must turn in an entry form with the Spirit Stick. Spirit Sticks should be turned in at Camporee headquarters by 5:00 P.M., accompanied by an entry form, and may be picked up at 7:30 P.M.

Scoring: Appearance & Creativity.

#2 Troop Patch Design Contest

Each Troop that submits a design for the patch contest will be awarded **50 Bonus points**. *The design(s) must be submitted with the registration form.* There is no limit to the amount of designs a troop may enter, but points will be award only once. We will try to have the winning design patch made prior to the Camporee.

#3 Troop Registration Competition

Each Troop that registers on time, with full payment and a Webelos den with them will receive an additional **25 Points**.

#4 Tribal Campsite Inspection

Campsite inspections will be scored as a unit event for Best overall Unit and will be 30% of the overall unit score. Judges will not enter tents, but will look inside for neatness and hazards. Inspections will be conducted between 9:30 AM and 11:50 AM on Saturday.

BEST OVERALL TRIBE (TROOP)

The award for best overall Tribe will be given based on the Tribe's scores in

- (a) Patrol events
- (b) Tribe events, and
- (c) Campsite inspection

Scoutmaster's Cook-Off: The "IRON CHEF" Award

Scoutmasters are encouraged to enter into the Cook-Off and have "Bragging Rights". We ask that you provide enough of a sample to serve up to (5) judges. It can be any entry you desire. It must be turned into the Registration Tent by 5:30 PM. Winner will be announced at Campfire.

In case of a tie for first, second, and third place, the Tribe's score in Patrol events will break the tie. If a tie remains, the number of first places from all Patrols in the Tribe, then second places, etc. will break the tie until the winner is determined.

PATROL COMPETITIONS

1. Fire building contest: The most basic survival element—FIRE! For this timed event, each patrol will gather wood, build a fire lay, start three fires with means other than matches.

Patrol equipment needed: A sharpened pocket knife.

The clock stops when a string 1 foot above the fire lay is burned in two by fire from the fire lay. No preliminary preparation of wood is permitted. Suitable firewood and tender will be available in the immediate area.

Scoring:

Completion in 5 minutes or less	40 points
Completion in 5:01 to 7:00 minutes	30 points
Completion in 7:01 or more	20 points
Participation by all members	10 points (BONUS)

If a Patrol starts a Fire by Friction they will be awarded an extra 40 Bonus points

1b. Fire building contest: *Webelos Only (No Pocket Knives are to be used) Webelos will follow similar guidelines, but are required to only start one fire and use matches. Each match used after the second match adds 2 minutes to the den's total time. The clock stops when a string 1 foot above the fire lay is burned in two by fire from the fire lay. No preliminary preparation of wood is permitted. Suitable firewood and tender will be available in the immediate area.

Scoring:

Completion in 5 minutes or less	50 points
Completion in 5:01 to 7:00 minutes	40 points
Completion in 7:01 or more	30 points
Participation by all members	20 points (BONUS)

2. Frisbee golf: Just like the boomerang is an Aboriginal survival tool, the Frisbee thrown competently can assist you in the wilderness.

Patrols competing must have an adult score keeper accompany them. Each of the nine "holes" will be an area marked by a wooden numbered stake. A "stroke" is counted for each throw of the Frisbee. An average score is computed for each patrol, e.g., a 6-man patrol throws a total of 180 times to complete all nine holes equals an average score of 30.

Scoring:

Average score of 27.0 or less	40 points
Average score of 27.1 to 29.0	30 points
Average score of 29.1 to 31.0	20 points
Average score higher than 31.0	10 points

3. Knot tying: Whether you are assembling your “dream shelter” or just trying to make a useful camp gadget, being able to tie basic knots correctly is important!

Equipment needed: each patrol member must have one 6’ length of rope with which to tie knots.

Each member in each patrol will stand at a starting line about 25 feet from the judge. Each patrol member must tie all of the following knots correctly: square knot, two half hitches, taut line hitch, clove hitch, timber hitch, and bowline (a hiking staff will be available for those knots that need to be tied onto one). No more than 30 seconds per knot per scout will be allowed. The maximum time per boy will be 3 minutes for all 6 knots. The average time for all patrol members will determine scoring, e.g. the total time for 8 patrol members is 20 minutes so the average time each patrol member is 150 seconds each.

Scoring:

Average time is 60 seconds	40 points
Average time is 90 seconds	30 points
Average time is 120 seconds	20 points
Participation by all members	10 points (BONUS)

4. First aid preparedness: If a member of your patrol is injured in the wild, knowing some basic first aid is essential to your survival!

Patrol equipment needed: Boy Scout Handbook, Boy Scout Neckerchiefs or cravats

Each member of the patrol must attempt to perform at least one of the following first aid skills: one arm sling, head bandage, bandage for sprained ankle, one person carry 20 feet, stretcher carry 20 feet (2 scouts), splint on forearm, bandage for severe wound on forearm, treatment for shock. Then each member must show first aid and know how to prevent the following: Hypothermia, Heat Reactions, Frostbite, Dehydration, Blisters, Insect Stings, Tick Bites and Snakebites. For each problem, a different patrol member will act as the patient, and one scout (or 2 for the stretcher carry) will be the rescuer(s). The station hosts will chose who does each skill.

Scoring:

Completing within 10 minutes	40 points
Completing within 12 minutes	30 points
Completing within 12:01 or more	20 points
Participation by all members	10 points (BONUS)

5. Leaves and Tracks

Items needed by Patrol: None

The object of the game is for the Patrol to identify as many leaves and tracks as possible. No reference materials are allowed. Two points will be given for each correct identification and one point will be subtracted for each incorrect identification.

Scoring: Knowledge & Patrol spirit.

6. Possum Hunt

Items needed by Patrol: None

The object of the game is to throw a spear and “knock” a “Possum” out of a tree”.

The “Possum” (2 litter plastic bottles) will be suspended on string at different heights.

Each patrol member will have three tries at the Possums. Total points earned by each patrol will be divided by the number of members in the patrol to arrive at the score.

Patrol members must move the Possum in the tree to score a point. The average hits for all patrol members will determine scoring, e.g. the total hits for 8 patrol members is 20 hits so the average for each patrol member is 2.5 hits each.

Scoring:

Average score of 3.0	40 points
Average score of 2.0 to 2.9	30 points
Average score of 1.0 to 1.9	20 points
Participation by all members	10 points (BONUS)

7. Can You Spot Me? Mr. Jones our “Gracious” land owner is helping search the area for our “LOST” Scouts, in his private plane.

Your objective is to show 5 different ways to attract attention when lost. Use a signal mirror and demonstrate five ground-to-air signals and tell what they mean.

Scoring:

Completing within 10 minutes	40 points
Completing within 12 minutes	30 points
Completing within 12:01 or more	20 points
Participation by all members	10 points (BONUS)

8. Shelter building: Having adequate shelter is of utmost importance. Each patrol will be required to build a wilderness survival shelter to protect them from the elements. Members will use the buddy system or may build one larger shelter if they would like. Scouts will spend Saturday night in their shelter. No scout will sleep alone. This is not a WEBELOS event.

No scoring for this event.

***8b. Webelos Utensil-less Cooking Demonstration:** Webelos Dens will be given a class on how to prepare food without the use of pots, pans or any utensils.

No scoring for this event.

9. Water Purification Demonstration: Scouts will have the opportunity to purify water for this event.

No Scoring for this event.

10. Discussion Station:

(Items from Merit badge requirements that cannot be made into a station done here.)

- a) Participants will explain why they chose the items that are in their survival kit and how they can be used.
- b) Participants will explain from memory, the seven (7) priorities for survival in backcountry or wilderness locations.
- c) Discuss ways to avoid panic and maintain a HIGH level of morale when lost and explain why this is important.
- d) Discuss the steps you would take to survive in the following conditions: Cold and Snowy, Wet (Forest), Hot and Dry (Desert), Windy (Mountains or Plains), Water (Ocean, Lake, and River)
- e) Explain how to protect yourself from insects, reptiles and bears.
- f) Show that you know proper clothing to wear in our area on an overnight in extremely hot weather and extremely cold weather.
- g) Explain why it usually is not wise to eat edible wild plants or wildlife in a wilderness survival situation.

***10b. Webelos Leave No Trace Station:**

Webelos will discuss the importance of Leave No Trace front-country guidelines and how they apply to back-country outings.

