

# 2012 Spring Camporee

## “Rendezvous in the Canyon II”



## Information Booklet

**Purpose:**

This Camporee is designed to test and instruct Boy Scouts on fundamental scouting skills. This camping adventure will help prepare scouts for summer camp and provide an opportunity for them to participate in fellowship and interpatrol competition.

In addition, all Cub Scouts and Webelos Scouts (including Tiger Scouts) are invited to attend and experience some challenging events that are age/rank appropriate. The Cub Scout events will be provided for boys to have fun and challenge themselves. The Webelos events will be more difficult in nature and will be judged. There will be 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place ribbons for the top Webelos Dens. The ceremony will take place in the evening at about 7pm.

Finally, Cub Scouts may camp under the Cub Scout Family Camping program for an additional fee (see optional opportunities below) for more information.

**Location:**

The Camporee will be held at Camp Don Harrington, which is located on South Washington St (FM1541) in Canyon, Texas.

**Dates:**

April 27- April 29, 2012 (Cub Scout events are Saturday only)

**Fees/Registration**

**ONLINE REGISTRATION DEADLINE IS APRIL 13, 2012. No paper registrations will be taken- all registration MUST take place online at [www.goldenspread.org](http://www.goldenspread.org)**

**Scouts:**

**Boy Scouts:** \$18.00\* which includes a patch, program supplies, program operations, and awards.

**Tiger Scouts/Cub Scouts/Webelos Scout:** \$12.00\*\* which includes a patch, program supplies, program operations, and dinner (2 Hot Dogs, Chips, Dessert, Drink)

\* This is the Early Bird Fee. The fee increases to \$28.00 on April 14.

\*\* This is the Early Bird Fee. The fee increases to \$22.00 on April 14.

**Adults:**

**Boy Scout Troop Leaders:** \$9.00\* which includes a patch and program operations.

**Cub Scout Leaders/Parents:** \$5.00\*\* which includes a patch and program operations **OR**  
\$7.00 if you would like a dinner meal (see below for more info)

\* This is the Early Bird Fee. The price increases to \$15.00 on April 14.

\*\* This is the Early Bird Fee. The price increases to \$10.00 on April 14.

**Staff Members** (not associated with and paid with Troop): **FREE-** All meals are on your own however, you will receive an event patch.

## **OPTIONAL Opportunities:**

### **Meals:**

**Boy Scouts and Boy Scout Adult Leaders-** This year we will offer a Chuck wagon Dinner. Prepared by a professional Chuck wagon Cook, you will dine on Chicken Fried Steak, Red Beans, Biscuits, Mashed Potato with gravy, Cobbler, and drink. **This is limited to the first 60 participants.** To register for this dinner, register online with the event registration. NO Walk-ins will be allowed and Dinner tickets will be provided at check in on Friday night. All this for only \$15.00 each!

**Cub Scout Leaders/Parents:** This year you may purchase a dinner meal which consists of 2 Hot Dogs, Chips, Dessert, and Drink. Cost for this meal is \$2.00. This is in addition to the Adult Registration fee of \$5.00. Please place your order when registering online.

### **Other:**

**Boy Scout and Adult Leader Shooting Clays Shoot (Sunday):** \$10.00 for 25 shot/shells. Purchase on Saturday at the Trading Post.

**Camporee T-shirt:** \$10.00 each (order online at time of registration)

**Extra Patches:** \$1.00 (Purchase in the Trading Post if available)

**Cub Scout Family Camping:** \$6.00 per Scout- Parent/Guardian is free. Cub Scout Packs may stay overnight on Friday and/or Saturday evening. Each youth member must be under the supervision of a parent or guardian. We highly encourage Packs to team up with a Troop and camp in the same general location. If your Pack is camping Friday evening, please ensure you check-in at the office upon your arrival. Register online for Camping.

### **Uniforming:**

Each Boy Scout is strongly encouraged to wear his Field Uniform during the day on Saturday but can also wear his activity uniform (Troop T-shirt etc). There are bonus points available to each patrol if the Scouts are in the SAME uniform. We encourage each Scout to wear the Field Uniform at the closing awards ceremony. Cub Scouts are encouraged to wear a Scouting uniform as well.

### **Check-in:**

Boy Scout Troop Check-in will begin at 7pm on Friday, April 27<sup>th</sup>. All vehicles will park in the main parking area at camp and one leader will proceed to the Administration building to check in. Each unit will be given two passes to drive their vehicles in to the campsite areas. Only two vehicles per unit will be allowed to proceed through the gate. This will enable us to maintain a safe and secure camp.

Cub Scout Pack Check-in will begin at Noon to 12:45pm on Saturday, April 28<sup>th</sup> and will be at the Campmaster Building, which is the first building on the left as you enter the main gate. All vehicles will park in the open field just behind the building. Your activities begin at 1pm in the Cub World area.

## **Campsites:**

All campsites will be assigned by the Council Program Director or designee and on a first come first serve basis. Due to the large number of Scouts and Scouters attending the Camporee, there will be more than one troop placed in a campsite. IT IS IMPORTANT that everyone be aware of this campsite situation and be prepared to cooperate with us by condensing your troop camping area as much as possible so that other troops may also share the assigned campsite with you. The Camp Showerhouse and Latrines will be available for your use. We expect you to control their use and maintain their cleanliness. Any damage or abuse will result in them being closed.

**All Troops and Packs (even if the Pack is camping with a Troop in the same campsite) must reserve their campsite by calling the Scout Service Center. First come-first serve.**

A Boy Scout Troop may visit Camp Don Harrington anytime during the preceding 2 weeks to set up their campsite (Call the Scout office for campsite assignment and reservation). We encourage each troop to create an entryway or other "Pioneering" project at their site but it's optional to do so. (See Boy Scout Events- Patrol Site Inspection #8)

## **Fires and Cooking:**

Boy Scout Troops will be responsible for all their meals. We anticipate a fire ban but we will advise all units if this situation changes. Propane stoves are allowed to be used. You are expected to plan your meals, purchase all your items, and cook your meals. Use this opportunity to help your Scouts earn the Cooking Merit Badge. There will be no supplies available from the Camp Commissary with the exception of ice- no charge!

## **Water:**

Water will be on and available in all campsites and throughout the camp.

## **Saturday Campfire and Awards Ceremony:**

There will be a campfire and awards ceremony on Saturday evening at approximately 7pm. Troops leaving after the Campfire should break camp before going to the campfire. Please let the registration team know at check-in on Friday that you will be leaving after the campfire. This event should be over by approximately 9pm. Cub Scout Dens and Webelos Dens are highly encouraged to attend. **Weather permitting- The World Renowned Kwahadi Indian Dancers will be performing at the Campfire!**

## **Webelos/Cub Scout Dens Leadership Requirements:**

Each pack must provide one registered adult leader for every 5 boys (a minimum of two leaders per pack is required).

## **Boy Scout Troop Leadership Requirements:**

All Troops are required to have two registered adult leaders at all times.

## **Tour Permits:**

Tour permits are not required.

### **Trading Post:**

The Camp Don Harrington Trading Post will be open. We encourage everyone to visit the Trading Post during their stay. Candy, Drinks, Snacks, and Scouting items will be in abundance.

### **Medical Release:**

We highly encourage that each Leader have a copy of all participant's (Scout and Leader) Medical Form at the Camporee in case of any unexpected emergency. The official medical form can be found at <http://goldenspread.org/Forms/Health%20%20Medical%20Record.pdf> Part A and C are required to be completed. We will not collect these forms at registration- it's your responsibility to have them available. We will have an on-site medical professional during the camporee.

### **Optional Items:**

We will offer "pay as you go" Shotgun Shooting on Sunday from 9:00am to Noon only on a first come first serve basis. Tickets for 25 shots and shells will be available only at the Trading Post for \$10.00 per ticket. Please purchase your tickets during the day on Saturday. You must have a ticket to shoot. No personal shooting equipment will be allowed. Tickets cannot be purchased at the range.

We have available a Commemorative 2012 "Rendezvous in the Canyon II" Camporee T-shirt. Order for your entire Troop or Pack on the order form. Cost is \$10.00.

### **Event Schedule:**

The Boy Scout events will begin on Saturday morning at 9am and conclude at 5pm. You are responsible for breakfast, lunch, and dinner (see optional Chuck Wagon Dinner- limited to the first 60 who register online for this option) on Saturday and breakfast on Sunday. There will be a cracker barrel on Friday evening at 9pm in the Dining Hall for the Troop Senior Patrol Leader, Scoutmaster, and Camporee Staff members only. We will go over rules, procedures and any changes. This is **NOT** for Scouts or additional adult leaders. On Sunday, we will encourage a "Scouts Own" Church service in your campsite. Troops are expected to depart by 1:00pm.

On Sunday morning at 8:00am, the Scout Executive will host a "Fireside Chat" with any adult who would like to participate. He will review and update you on Council happenings and will entertain questions from the audience. Coffee and Donuts will be available.

The Cub Scout program will begin on Saturday at 1pm and concludes at 4pm. Dinner is included in the fee for all Cub Scouts. Leaders and parents can purchase a meal online and will be served at 5pm at the Dining Hall. The awards ceremony will take place at approximately 7pm. We will announce the location of the ceremony during dinner. Packs with Webelos Scouts that decide not to stay for the ceremony, will receive any awards at a later time.

## **Scheduled Events: (subj. to change)**

Below you will find the scheduled events for Boy Scouts, Webelos Scouts and Cub Scouts. It is your responsibility to help the Scouts prepare to “Do their Best” at these events. Everyone has the same amount of time to prepare so it’s up to you!

### **Boy Scout Events: (12)**

Fire Building- Patrols need Scout pocket knives with them. Each patrol will be furnished 2- two foot long 2X4’s, a hand ax, and two stick matches. On signal, the patrol will set up its fireplace, lay and light fire. The fire lay must be below the lower string set at 18 inches above ground level. The event is over when the flame burns through the upper string at 24 inches above ground level. Maximum time allowed is 10 minutes.

Chain Gang Knot Race- The patrol, lined up side by side, will have their legs tied together with a square knot and ready to go. They must then race to the judge (knot pole) and tie all eight knots listed on the knot pole and then race back. The eight knots to be tied are: Square knot, clove-hitch knot, sheet bend, bowline, timber hitch, tautline hitch, 2 half-hitches, and a sheepshank. Speed and correctness count.

Crocodile Dundee Rescue- The patrol will be furnished three 6-foot lashing spars and five lengths of rope. They must round lash the spars into a pole (two lashings at each joint). The fifth length of rope can be used anyway the patrol decides. Using the lashing pole, they will rescue designated items that lie 10 feet away in a crocodile-infested swamp without any patrol members stepping into the swamp. Team work, speed, and correctness count.

Stretcher Relay- The Patrol will first be asked by an event judge to list the three “Hurry Cases” in the correct order of importance. (Scout Handbook). A patrol must then make a stretcher from a blanket and 2 poles, which are furnished. The patrol selects a patrol member to act as a victim with multiple injuries. The patrol must then apply head, hand, knee and foot bandages (Scout Handbook). With a cup of water placed on the victim’s chest, the victim must be properly lifted onto the stretcher by his patrol members and carried to a designated point and back without spilling the cup of water. Speed and correctness counts.

Olympic Trestle Walk- A patrol must construct an “A” Trestle (Scout Handbook). The patrol must then attach six guide ropes to the top part of the “A” Trestle using a clove hitch knot. One of the patrol members must then attempt to walk the trestle for a distance of 6 yards with the assistance of patrol members, balancing him with the guide ropes. Four staves, five pieces of lashing rope, and six guide ropes will be furnished. Maximum time allowed is 9 minutes.

Lake Harrington Rescue Rope- Each patrol member, one at a time, throws a rope to a victim and then coils it as quickly as possible and hands it to the next patrol member. The throw line is 20 feet from the victim who is drowning inside a three-foot circle. Each throw landing within the three-foot circle will earn additional points. Each patrol will throw a total of eight times. Speed and Accuracy count.

Scouting Trivia Relay- This event is designed for even the beginning scout and is good review for all scouts. Understanding the importance of the Scout badge and Scouting history, a patrol, one at a time, will race up to the judge who will then ask a question concerning this scouting knowledge. A patrol must answer all ten questions in a four-minute time period. Each question is worth one point. A special bonus questions will be worth 10 extra points.

Tent Pitching- Each patrol member will be required to pitch a tent that we will furnish. Speed will count. Maximum time allowed is 10 minutes.

Compass Course- A three point compass course will be set up. Each patrol will be given coordinates and they will be required to find those points using a compass that we will furnish. Accuracy and speed counts.

Log Raising- One patrol member throws a length of rope over a cross pole at least 6' off of the ground. Another patrol member races to a log on the ground, and ties a Timber Hitch around it. He then races back to the starting line. The log must be suspended off of the ground, and the rope tied off with a Clove hitch. Points will be awarded for speed and subtracted for incorrect knots.

22cal Range Shooting- A patrol will select two members to participate in this event. Each scout will be given 10 rounds and a target. The first 5 rounds are for practice. Total score in the given time will count.

Patrol Campsite Inspection- This event will be judged on a scale of 1 to 5 in each area.

1. Patrol Flag posted
2. American Flag posted
3. First Aid Kit available
4. Cleanliness of cook area and surrounding area
5. Tents neat and put up well (outside only)
6. Easily identifiable Patrol site (s)
7. Ax Yard
8. Optional- bonus points given for special projects- Scout Handbook

### **Webelos Scout Events: (9)**

Pack-a-Pack- There will be 20 items placed around a backpack. Ten items will be necessary for a weekend campout; 10 items will be non-essential to a weekend campout. Webelos must pack the necessary items and leave out the unnecessary items.

Did You Know? - Den gets ten darts to throw at a dartboard. The 12 points of the Scout Law, Motto, Slogan, Oath, Sign, Handclasp, and Salute will be on the dartboard. Where the dart lands, a Webelos must repeat word for word whatever he lands on.

Fireman Relay- Two Webelos must make a fireman's seat, and race to the end of the course, while carrying a third webelo between them; they must have another den member at the far end and turn around and carry him back.

Which Way's North- Webelos will maneuver from checkpoint to checkpoint, using clues and the 8 main points of the compass.

Knot Relay- Den will approach a pole and have five lengths of rope. Each Webelo will tie five required knots; Square knot, Bow Line knot, Sheet Bend, Taut Line Hitch, and Double Half Hitch. Each Webelo will receive 10 points for each correct knot.

Stretcher for Life- Using a blanket and two poles, Webelos will prepare a temporary stretcher. Two Webelos will race to the end of the course, while carrying a third webelo on the stretcher.

They must have another den member at the far end to be carried back and turn around and carry him back.

Storm Shelter Race- A “storm” will be in the area in ten minutes. Dens must put up a tent properly, including stakes, as soon as possible. No points given in excess of 10 minutes. A small two-man tent will be furnished.

Throw for Life- Webelos will throw a life preserver attached to a length of rope at a three foot circle, 20 feet away. Each Webelo will get 3 throws.

Crazy Horse’s Game- Webelos Scouts will be given one minute to view 70 items on a table. After the items are covered, each Webelo in the den will be given one minute to call out as many items as he can remember, however no item will be duplicated.

Note: All events are designed for four Webelos Scouts per den. Any dens up to seven can use all seven in one den. Eight or more, we recommend splitting and making two dens. Many of these events are related to a Webelos activity badge. Leaders are encouraged to check off any items that relate to these events. Webelos may want to refer to their Webelos Handbook and a Boy Scout Handbook. The top three dens will be announced at the closing ceremony! Webelos Dens may earn five extra points per event if ALL the Webelos in the den compete in full uniform (Shirt, Belt, Cap, Scarf, and Colors)

### **Cub Scout Events: (9)**

Long Jump- Jump from flatfooted position.

Jump-Reach- Vertical jump from a flatfooted position above normal reach.

Pitch for Accuracy- Bean bag toss at target on ground.

Hop, Step & Jump- Horizontal distance covered in a series of hop, step, and jump.

3-Plank Race- Timed event using 3-foot long 1x4’s. Each step must be taken with foot on a plank.

Tire Run- Run a course stepping in a series of tires.

Horseshoe Toss- Horseshoes will be pitched at a stake.

Crutch Race- Walk a course on crutches.

Sack Race- Hop a course with both feet in a sack.

Note: All events are individual events. These are all for fun and are not competitive.

In addition to these fun events, we will have a BB Gun and Archery Range set up for all Cub Scouts to have the opportunity to shoot if they want to. Since this will be a very popular area, we will give your Pack shooting time at check-in, which will be on, a first come first serve basis.