

Del-Mi DISTRICT

**2005 SPRING
CAMPOREE GUIDE**

Survivor



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Camporee Overview

The DeL-District Spring Camporee will continue with their tradition of programming excellence and high quality activities when the 2005 Spring Camporee is held on April 22-24, 2005 at Camp Ransburg. Crew 0131, sponsored by the Carmel United Methodist Church will run the Camporee as part of their mission to provide service to the Scouting organization.

One of the underlying objectives in planning this event was to offer a program that was both fun and challenging that provides a learning experience for all involved. To that end, the crew decided to use their leadership and skills they acquired as members of the Boy Scouts to come up with an exciting Camporee.

As part of their programming idea, they selected the theme of the weekend to align with the TV reality series 'Survivor' (CBS TV). Once the theme was decided, work was done on how best to incorporate scouting ideas and ideals into an exciting program. While many programming activities will mimic the TV show, it became clear that the Camporee would be best served if certain things were not done. For example, there will not be any elimination of any one or any head-to-head physical competition. There will be a reward challenge, where based on speed, accomplishment or success, tribes or patrols will receive rewards that can be shared amongst tribe members. Saturday afternoon Inter-Tribe competitions will pit head-to-head competition with tribes competing against each other in both scouting skilled as well as thought provoking events. The Saturday evening Camporee campfire will be turned into a Final Tribal Campfire, where tribes, following the afternoon competition, will present a skit/song or make another presentation to the campfire audience and the remaining tribes will vote for the campfire winner. At the Sunday morning awards ceremony, the top tribes will be identified and celebrated. DeL-Mi's celebrated 'Coffee-Pot Trophy' will be awarded at this time.

Location

The Spring Camporee will be held at Camp Ransburg Scout Reservation, Bloomington, Indiana.

This site will serve as an optimal location because the camp:

- ❖ has the facilities and logistics to handle multiple troops
- ❖ can serve as a way to introduce and orient the new scout, to our council's long-term camping facility

Date

Friday, Saturday and Sunday, April 22-24, 2005.

Arrival Time / Check-in

Camporee staff will be on hand beginning at 5pm on Friday, April 22, 2005. Upon arrival, the Senior Patrol Leader can check in at the Camp office. Campsites will be assigned and information packet will be distributed for each of the patrols that have been registered to compete in the Camporee.

Registration

Troop and Patrol Registration forms can be found at
www.crew131.org

Cost is \$7 per registered scout and adult.

It is preferred that each unit registers using the MicroSoft Excel registration spread sheet found on Crew 131's web site. Please e-mail the completed registration form to the Crew's WebMaster @ ballbee@indy.rr.com.

CAMPOREE SCHEDULE OF EVENTS

FRIDAY, April. 22, 2005

- 5-10:00 p.m.** Troop registration at the Camp office
- 6-10:00 p.m.** Units arrive at the Camp Ransburg, Registration and camp set-up begin.
- 10:00 p.m.** Tribe Leader meeting at HQ.
Competition materials, instructions and schedules will be handed out.
- 10:15 p.m.** Taps! Scouts to be in their campsites --- Quiet Please!!
- 10:30 p.m.** Adult Leader Cracker-Barrel at the Scoutmaster's lounge

SATURDAY, April. 21

- 8:00 a.m.** Reward Challenge stations open
- 11:00 a.m.** Reward Challenge stations closed

- 11:00 a.m. - 11:45 a.m.** Score cards need to be turned-in at camp office to be eligible for rewards

- 1:00 p.m.** Inter-tribe competition begins at beach waterfront area
- 4:00 p.m.** Inter-tribe competition ends

- 8:30 p.m.** Tribal Campfire
OA Tap-out following campfire

- 10:00 p.m. Unit Leader /Tribe leader Cracker Barrel will be held at HQ.
- 10:05 p.m. Brotherhood Candidates will assemble at the Flag Pole.

SUNDAY, April 24

- 7:00 a.m. Reveille-Rise and Shine!!
- 7:30 a.m. Breakfast and clean up.
- 8:25 a.m. Flag Raising.
- 8:30 a.m. Worship Service. At Parade Grounds
- 9:00 a.m. Closing Ceremony and Awards.
- 10:00 a.m. Break camp. Leave it cleaner than you found it.
- 10:15-11 Staff checks Units out of campsites.
- Noon: Camp is vacated. **Be Safe!**

THE ORDER OF THE ARROW

The District's chapter of the O.A. will conduct a Tap-Out Ceremony following the Saturday Tribal Council campfire. Units should complete their O.A. elections before the Camporee and then have all eligible Scouts and Scouters present to participate in the Tap-Out Ceremony.

Friday Evening Tribe Leaders Meeting

There will not be a SPL cracker-barrel but there will be a Tribal leader meeting and cracker-barrel on Friday evening. At this time, final details of the weekend will be presented and questions can be answered. As part of the spirit of the weekend, following this meeting, the tribe name will be synonymous with Patrol. When we refer to tribe, this will be taken to mean Patrol as well.

During this meeting, Tribe leaders will receive their tribe buffs or bandanas. These will be used throughout the weekend and are needed for both the Morning Reward Challenges and during the afternoon Inter-tribe competition.

GENERAL CAMPOREE RULES

This Camporee will be great fun and a memorable adventure for all who attend. Crew 0131 wants this to be a fun, exciting and SAFE activity adventure for all attendee's. To plan for that goal, we have ask that you follow a few Common Sense Rules that will make the Camporee more enjoyable for all.

Please follow Leave-no-Trace policies where appropriate. Please refer to <http://www.scouting.org/boyscouts/resources/21-105/> for further reference.

CLEAN-UP: Each unit's adult leaders will be responsible for ensuring that their campsite is clean prior to leaving. Remember the 11th point of our Scout Law!! All trash must not be left at the campsite. **Leave No Trace!**

A Camporee Staff Member must inspect each campsite before the unit departs.

Just remember and follow our

Scout Law:

Trustworthy

Loyal

Helpful

Friendly

Courteous

Kind

Obedient

Cheerful

Thrifty

Brave

Clean

Reverent

SCORING GUIDELINES

Events will be scored on

- ❖ **Accomplishment or success of a skill or activity**
- ❖ **Teamwork or how well tribes work together**
- ❖ **How quickly the assigned task is completed**
- ❖ **Overall time completing activities**

Tribes should successfully complete the event while demonstrating proper scout skills. Partial scoring for good effort will always be given. Teamwork will be scored – Patrols should demonstrate shared leadership and efficient use of personnel and resources to complete the event. Scout spirit will be scored. Patrol discipline will be considered.

Events Competition, Summary

Weekend competition will include the following 3 events and will be summarized below:

- ❖ **Reward Challenge**
- ❖ **Inter-Tribe Competition**
- ❖ **Final Tribal Council**

Reward Challenge Summary

On Saturday Morning, Tribes will check in at the Camp Office and get there *Tree-Mail* to receive a packet with details of the morning's activities. Each tribe will randomly be sent to a reward station and have to complete the skill or task. Reward stations will be open from 8:00 am to 11:00 am. Reward Stations will close at 11am. If a tribe has checked in to the station by 11:00 am, they will be permitted to finish the challenge. Each tribe will carry a Score-card and points will be recorded on the card based on their success at the stations. Once finished, they will move on to the next reward station. The tribe will return to the camp office and based on how many points they have accumulated, they will be given rewards based on their success.

If a Tribe loses their Score-card, they will not receive any Rewards following the morning's Reward Challenge!!

Inter-Tribe Competition Summary

On Saturday afternoon at 1:00 pm, all Tribes will gather at the field by the waterfront and begin the Inter-Tribe Competition. This activity will be a head-to-head competition with multiple tribes competing against one another. Due to the limited size of the field, some of the events will require events to be held in heats. Tribes will be assigned randomly. Following the completion of each activity, the next competition will begin.

As a way to keep the session flowing smoothly, prior to the beginning of each event, tribe leaders will be called forward and the logistics of each event will be described. It is up to each tribe leader to listen for directions

The Crew is planning on obtaining a portable sound system for communication purposes.

Final Tribal Council Summary

The Camporee Campfire Program will turn into the Final Tribal Council. The winner will be selected by a vote of tribes.

All tribes that compete in the weekend activities are asked to prepare for a campfire skit, song or other type of activity. Rather than having every tribe present a program, the top competitors from the afternoon Inter-Tribe competition will present at the campfire. The non-presenting tribes will then serve as the selection jury with each tribe given a vote. The Tribal Council winner will be selected by a vote from each tribe. An award will be presented to that tribe!

Competition Points

Tribes can earn points for the overall score using the following:

- Electronic Registration**
- LNT Pickup**
- Scavenger Hunt**
- Raw egg Competition**
- Dessert Cook-off**
- Reward Challenge**
- Inter-tribe Competition**
- Timing**

Electronic Registration

Points will be awarded to any tribe whose adult leaders electronically register by April 15th.

LNT Pickup

As the 11th point of our scout law states, A Scout is Clean, if any tribe picks up camp liter or garbage during the weekend, their tribe will receive additional points.

Scavenger Hunt

When troops check in on Friday night, they will be given information on a scavenger hunt. Based on their success in finding or identifying key items, they will get additional points, commensurate with their success.

Raw Egg

During Saturday morning's reward challenge events, if a tribe checks in and shows they have a raw egg and shows that after carrying the egg for the morning events that the egg is unbroken, they will be given extra points.

Dessert Cook-off

Tribes will receive extra points if they turn in a dessert that they have cooked during the Saturday evening meal.

Saturday Morning Reward Challenge

Tribes will receive points at each Reward competition event based on how successful they are at each station. They can receive a maximum of 10 success points at each station

Saturday Afternoon Inter-Tribe Competition

Tribes will receive points for each competition that they win. There will be points awarded for first, second and third places. Each event may have multiple winners because there may be multiple heats ran. There will be no competition run-off's to determine the overall event winner!

Required Tribe Equipment-Summary

It must be noted that if a tribe does not have the required equipment, they will not be allowed to compete in that competition. This includes both the morning Reward Challenge events as well as the afternoon Inter-Tribe Competitions!

Required Tribe Equipment

Reward Competition

Tribe equipment --- Tribes must carry and have available the following items during the Saturday Morning Reward Competition. As a reminder, if the tribe does not have the necessary equipment, none will be provided to them and they will not be able to compete.

- | | | |
|---|-------------------|----------------------|
| Patrol Flag/Totem | Compass | Hand Ax |
| Whistle | First Aid Kit | clipboard |
| Pocket Knife | Snack (Trail Mix) | Pencil or Pen |
| 8 knot tying ropes | Drinking Water | Tribe Buff (bandana) |
| Rain Gear | Frisbee | |
| 8- scout staves (6 ft length) Lashing cord for 8 lashings and strong enough to hold a scout | | |

Inter-tribe Competition

Tribe equipment --- Tribes must bring these materials to the waterfront on Saturday afternoon for the Inter-Tribe Competition. As a reminder, if the tribe does not have the necessary equipment, none will be provided to them and they will have to forfeit the event.

- | | | |
|---|---|------------------------|
| Patrol Flag/Totem | First Aid Kit | clipboard |
| 8 knot tying ropes | Drinking Water | 8 scout staves |
| Rain Gear | Blanket | 1 gal plastic milk jug |
| Tribe Buff (bandana) | Lashing cord for 8 lashings and strong enough to hold a scout | |
| An A-frame Voyager-type tent with guy lines, poles & stakes in a tent bag | | |

Since we will be on the beach, it will be important that all tribes listen and understand the directions provided by the judges. Some activities will be run in 'heats', so it will be important that tribes be prepared for the events. Before each event is staged, Tribe leaders will be called forward, the event will be described and the order of competition will be identified. Following that, the tribe leaders will return to their tribes and explain any details to their tribes.

Reward Challenge Details

Details are provided for preparation and planning. It must be emphasized that this is a competition. Points will be awarded for success but additional points can be earned for the speed at which a tribe completes each reward station. It is advisable to utilize each crewmember to spread the work and get in & out of each station quickly. Station Judges will not only record your points for a station, but will also record how long you are at the station. For example, if two Tribe's both score 10 points at a station, but Tribe A completes the station in 5 minutes and Tribe B takes 10 minutes, Tribe A's final scoring will be weighted more favorably because of the speed at which they completed the station. Additionally, overall time might be used to help overall finishing places.

Reward Challenge Stations:

Orienteering

Tribes will be given a set of bearings and distances and will need to navigate a course. See page 118, Scout Handbook.

Pioneering

Tribes will need to assemble a pioneering project using lashings. Points will be taken off for incorrectly tied lashings. Tribe members should know the (Scout Handbook) Square lashing (pg 141), Diagonal (pg 143), Shear (pg 142), Tripod (pg 146) and Round (pg 147)

Fire building

Tribes will need to build a fire and burn a string at a prescribed height. Only materials found in the woods can be used for the fire. Tribes will be given 2 matches to start the fire. If they need additional matches, points will be deducted from their score. Even though paper and binder s twine are natural materials, they are not permitted!

Obstacle Course

Tribes will need to navigate over an obstacle course

Memorization

Tribes will be given a limited time to memorize items and will need to record what they saw

Rat Trap

Tribes will need to lash a tool to spring a Rat trap hanging in a tree. They will need to know lashing's as described above.

Tribe Team events

Tribes will be given a challenge game and will have to use teamwork to reach a decision point

Frisbee Game

Tribes will have to use their Frisbee to compete in an event.

Rope Challenge Game

Tribes will have to use their knot tying skills to complete a challenge game. Knots that may be used are: (Scout Handbook) Square (pg 8), Timber hitch (pg 138), Tautline (pg 37), two half hitches (pg 36), clove hitch (pg 139), bowline (pg 149) and sheet bend (pg 150)

Inter-Tribe Competitions

As a reminder, Tribe leaders will meet with the judges before each competition to be given final instructions.

Knot Tying Relay

Tribe members will compete and tie the following knots:

(Scout Handbook)

Square (pg 8)

Timber hitch (pg 138)

Tautline (pg 37)

two half hitches (pg 36)

clove hitch (pg 139)

bowline (pg 149)

sheet bend (pg 150)

First Aid Chair Carry

Tribe members will compete using the following first aid chair carries:

Four-handed seat carry (pg 327, Scout Handbook)

2-person carry (page 328, Scout Handbook)

Ice Flow rescue

Tribe members will join 8-knot tying ropes and toss the rope to a scout on a blanket. The scout on the blanket must then attach the rope around his waist with a bowline.

Setting up a tent relay

Tribe members will run to a point and set up a tent. All members will be blindfolded and must remain quiet. One member will not wear a blindfold and must provide directions.

Puzzle relay

Tribe members will race to a puzzle and assemble the puzzle correctly. First to complete is declared the winner.

Balloon relay

Tribe will blow up a balloon and have a relay race without using hands

Fill-the-jug

Tribe will use the *Waters of Monroe* in a highly competitive foot race

Compass Point Relay

Tribe will race and place compass points correctly on a grid

Digital Pictures

The Camporee staff will be taking *Scouts in Action* pictures throughout the day on Saturday to use for the final campfire. We would like to ask any leader to help us out by using his/her camera and take some pictures for us. This will help us make our display more complete!



2005 DISTRICT OFFICERS

| | |
|----------------------------|------------------|
| District Chairman | Tony Smart |
| District Program Director | Pat Donnley |
| District Commissioner | Curt Clark |
| District Executive | Warren Carson |
| District Executive | Nat Baker |
| District Chairman Emeritus | Dave Bardos |

2005 CAMPOREE STAFF

| | |
|--|--------------------|
| Crew 0131 Camporee Chairman | AJ McGauley |
| Reward Challenge Chairman | Greg Moss |
| Inter Tribe Competition Chairman | Tim Harris |
| Logistics' Chairman | Tyler Smart |
| Crew's Webmaster/Camporee Registration | Bill Allbee |
| Crew 0131 President | Alex McGauley |

Crew 0131 is chartered by Carmel United Methodist Church, Carmel, IN.

www.crew131.org

