

M:I:2007

The Hunt for Red Dog
A NIGHT CAMPOREE

The Manatee District Camporee
January 13 & 14, 2007
Camp Flying Eagle

John Wolf, Chairman
355-1406
ejohnwolf@comcast.net

Manatee District Camporee 2007

To: Scoutmasters and 2nd Year Webelos Leaders,

This year's theme for the 2007 Camporee is "MISSION IMPOSSIBLE" or M:I:07.

Lord Baden-Powell described Scouting as "a game with a purpose". It is in that spirit that we offer this year's camporee.

This year, we are trying something new, the entire camporee program will be conducted in the dark of night. The theme "MISSION IMPOSSIBLE" is designed to appeal to the sense of fun, adventure, and imagination so active in Scouts and Webelos.

The camporee will be held January 13 & 14 at Camp Flying Eagle. Units should arrive by Saturday afternoon to register, set up camp, and prepare their dinner meal. The program will begin at 7:00pm. We will use the entire camp, so come prepared to do some hiking.

During the camporee, CFE will be swarming with young "secret agents" (Scouts/Webelos) doing their best to accomplish several fun but challenging "Night Missions". Each Webelos den should be accompanied by an advisor/observer (adult furnished by their unit). For Scout Patrols, it is up to the discretion of each unit.

Scout Patrols and Webelos Dens will be given secret orders that will direct them to their first night mission (event). They will be directed to a total of 11 Night Missions (including midnight meal). After each completed night mission, they will be given sealed orders directing them to their next mission.

The 11 Night Missions include:

--- Laser Gauntlet --- Blind Escape --- Stealth Hike --- Espionage Adventure ---
--- Star Trek --- Jaws of Death --- Solo Encounter ---
--- Secret Stranger --- Enemy Encampment --- Agent Rescue --- Mystery Mission ---

Events will conclude by 1:30am.

All Scouts/Webelos should be in their campsites and quiet by 2:00am.

Please read the enclosed materials carefully. Cost per participant is \$7, which includes registration, patch, and meal.

See you on January 13th.

John Wolf

WHY A NIGHT CAMPOREE?

There are several reasons supporting the idea of a "night camporee".

Reason #1.

It is a fun and exciting departure from the "standard" camporee format. This is especially important to those experienced Scouts that have been to other camporees and would enjoy something new and different.

Reason #2.

To those Scouts involved in a busy weekend schedule of sports and other activities, it gives them the luxury of participating in those events and still complete a full experience at the MISSION IMPOSSIBLE night camporee. They don't have to choose between Scouting and other pursuits.

Reason #3.

It avoids the hurried Friday night departure and travel/set up routine. For many units, it is a very hectic routine on Friday night. They can now leave Saturday afternoon at a more leisurely pace. (Although units can come out on Friday night if they choose, with the understanding no program will be offered until Saturday evening--until then, they provide their own program)

Reason #4.

The Saturday evening start allows camporee staff more time to organize and assemble the components of an excellent program. They effectively have all day Saturday to get organized, rather than Friday night/Saturday morning.

Reason #5.

Under the cover of darkness, the environment takes on a mystery which creates a more exciting mood. The secrets of the night can be featured and appreciated. Things seem larger, farther, and more intriguing at night.

Registration:

Units attending the Camporee should fill out the Pre-Registration Form (page 11) and return it to the Boy Scout Service Center no later than Friday, December 15, 2006. Campsite assignments will be made first to units that have Pre-Registered (See page 9).

Cost is \$7.00 per participant. For more information, contact: 20075 Camporee Chairman, John Wolf, Manatee District 941-355-1406 or 941-650-6923.

Order of the Arrow:

There will be an Order of the Arrow Tap-Out Ceremony at the Saturday campfire.

Webelos:

Second year Webelos attending Camporee should bring a Class "A" Uniform, their Webelos Handbook and a T-shirt. A Boy Scout Troop must host each Webelos Patrol. Arrangements for registration, food, and camping should be coordinated through the Host Troop. Webelos **do** have to camp overnight to participate in Camporee. Opening Ceremony will begin at 6:30 PM and Webelos Awards will be given out at their Sunday Morning awards ceremony around 10:00 AM.

GENERAL CAMPOREE RULES

This Camporee will be great fun and a memorable adventure for all who attend. Your Camporee Staff wants this to be a SAFE activity without injury or mishap. To plan for that goal, we have established a few Common Sense Rules that will make the Camporee more enjoyable for all.

- LEADERSHIP:** At least two registered adult leaders must accompany and remain with each unit at the Camporee.
- FOOD:** All units will be responsible for their own meals. Webelos Dens must coordinate with their Host Scout Troop.
- WATER:** **Units should bring their own water as appropriate.**
Water is available at the Camporee site.
- FIRES:** Fires will be allowed, providing each unit abides by the following rules.
(Unless we are under a fire ban):
- 1). **Keep fires off the ground, contained in fire barrels or B-B-Q pits.**
 - 2). **LEAVE NO TRACE** of fire.
 - 3). Bring you own wood, no wood is to be collected on-site.
 - 4). Bring a shovel, rake, and fire buckets.
 - 5). **NEVER** leave your fire unattended.
- WHISTLES:** Whistles are to be used for **emergencies only!**
- FIREWORKS:** Fireworks are not allowed.
- LATRINES:** An ample number of latrines will be located throughout the Camporee site. **Scouts will help to keep them clean.** Units and Scouts should not dig or construct their own latrines! (Bring extra toilet paper) **Permanent bathrooms are for adults only.**
- LANTERN & STOVES:** **BSA Policy on fuels will apply.** Only adults will refill all lanterns and stoves. Fuel must be stored away from fires and cooking area and absolutely **NO LANTERNS OR FLAMES IN TENTS.**
- CLEAN-UP:** Each unit's adult leaders will be responsible for insuring that their campsite is clean prior to leaving. All trash must leave with your Unit and unburned firewood should be carried out. **Leave No Trace!** A Camporee Staff Member must inspect each campsite before the unit departs.
- INSURANCE:** Each unit should also provide its own Insurance Protection.
- VISITORS:** **All are Welcome** ... especially to the Saturday opening campfire.
- PATROLS:** Patrols should have no more than 8 Scouts. For variance, contact the Scout Events Director.
Any participant that leaves early must notify their Unit Leader.
- PARKING:** **Parking is limited,** please come in groups – No vehicle will be allowed in campsite after Opening Ceremony begins, Sat., Jan. 13, 2007.

CAMPOREE SCHEDULE OF EVENTS

FRIDAY, January 12

5:00 PM

Come camp if you want on Friday – You MUST have a tour permit for FRIDAY in addition to your Camporee Tour Permit!

SATURDAY, January 13

2:00 PM

Registration Opens

2:00 PM -4:00 PM

Arrival and Campsite Set Up

4:00 PM - 6:30 PM

Dinner & Clean Up

6:30 PM - 7:00pm

Opening Campfire & Briefing

7:00 PM

OA Tap Out

Mission Impossible: 07

8:00 PM

Mission 1

8:30 PM

Mission 2

9:00PM

Mission 3

9:30 PM

Mission 4

10:00 PM

Mission 5

10:30 PM

Mission 6

11:00 PM

Mission 7

11:30 PM

Mission 8

12:00 AM

Mission 9

12:30 AM

Mission 10

1:00 AM

Mission 11

END OF NIGHT MISSIONS

All Scouts/Webelos should be in their campsites and quiet by 2:00am

SUNDAY, January 14

8:00 a.m.

Reveille-Rise and Shine!!

8:30 a.m.

Breakfast and clean up.

9:25 a.m.

Flag Raising.

9:30 a.m.

Scouts own Worship Service.

10:00 a.m.

Closing Ceremony and Awards.

11:00 a.m.

Break camp. Leave it cleaner than you found it.

11:15-12(noon)

Staff checks Units out of campsites.



2007 MANATEE DISTRICT CAMPOREE

SPECIAL ACTIVITIES & AWARDS

DESSERT COMPETITION

Each unit is invited to participate in a "Competition of Delicious Calories". The desserts should be turned in at the Dining Hall, Saturday night by 7:30 PM. Label type of dessert and Unit #.

A 1st Place-Award will be given. All desserts will be shared at the Midnight Meal on Saturday Night.

Adult participation is welcomed.

PATCH SWAP

Scouts and Scouters are invited to collect and/or display Scout Patches in their campsite. Swapping is great fun if it is done correctly. It gives you a chance to meet new friends as well as improve your collection.

Manatee District Camporee Policy is:

1. It is not in the Spirit of Scouting to buy or sell patches. Swapping is Trading.
Do not buy or sell patches at any time during Camporee.
2. Swapping and Trading is done between one youth and another youth, OR between one adult and another adult.

Trading and Swapping is NOT to be done between a Scout Youth and an Adult.

BEST PATROL FLAG

Flag judging will be done following Flag Raising Sunday Morning.



SWEEPSTAKES TROOP AWARDS

The Top Troops at the 2007 Camporee will be presented the Sweepstakes Troop Awards. This award will spotlight outstanding Troop performance. Award Criteria include:

- All patrols score in Top Tier
- All Campsite Inspection score 85% or higher
- Must have at least 70% of your Troop (based on recharter numbers) in attendance and actively participating in patrol competition
- Webelos Participation
- Unit Pre-Registered
- Two Registered Adults
- Present Proof of Insurance
- Scoutmaster, SPL & Chaplain's Aide attend respective meetings.
- SPL holds a PLC meeting following the Friday evening SPL meeting.

PATROL COMPETITION – Each Patrol that registers will compete in the Camporee Events scheduled on Saturday Night. Each event will be based on the Patrol's Skills/Techniques, Scout Spirit and Patrol Equipment.

UNIT INSPECTION – Two separate teams of Camporee Judges will inspect each unit campsite. Based on the "CAMP SITE INSPECTION SHEET", each unit will receive a score of up to 100 points per team, for a total of 200 possible points.

Units will camp in the **TRADITIONAL JAMBOREE STYLE** and will be judged accordingly. See the "CAMP SITE INSPECTION SHEET" for details on page 10. A special campsite will be awarded to the Top Troop in this category.

Judging criteria will include:

Camp Layout	Camp Cleanliness	Posting of Menus
Posting of Schedules	Posting of Duty Rosters	Camp Safety
Patrol Identity	Campsite Improvements	

PRE-REGISTRATION – Units that Pre-Register at the Council Office on or before Friday, December 15, 2006 will meet one of the requirements for Sweepstakes.

MANATEE DISTRICT

CAMP SITE INSPECTION SHEET

Score each item from 0 to 5 points. Do Not Deduct Points.

UNIT & PATROL SITE

1. Evidence of campsite planning. _____
2. Separate patrol area. _____
3. Dining flies pitched. _____
4. Tents properly pitched. _____
5. Evidence of campsite improvements. _____
6. Proper display of American & Troop flags. _____
7. No evidence of camp site latrine. _____
8. Tents zipped or flaps rolled. _____

HEALTH & SAFETY

9. All tools & equipment safely stored. _____
10. Ax yard properly marked & safe. _____
11. Fire fighting equipment properly located. _____
12. Liquid fuels properly stored. _____
13. Tent lines flagged for safety. _____
14. First Aid Kit visual & identified. _____
15. Campsite clean of litter & trash. _____

CAMP KITCHENS

16. Fire rings built for low impact. _____
17. Fire wood stacked. _____
18. Kitchen clean & orderly. _____
19. Duty roster & menus posted. _____
20. Food properly & safely stored. _____



MANATEE DISTRICT 2007 CAMPOREE

January 13-14, 2007

PRE-REGISTRATION FORM
DUE BY Friday, December 15, 2006

To: Manatee District Camporee
Boy Scout Service Center
Boy Scout Drive
Fort Myers, Florida

Count on Troop Number: _____ of (city): _____

Chartered Partner: _____

to be in attendance at the 2007 Manatee District Camporee. We expect to have approximately the following number of participants from our Unit:

Scouts: _____ Webelos & Leaders from Pack # : _____
will be Camporee Guests of Our Troop.

Adults: _____

Webelos: _____

Total: _____

In the event of an injury, the Unit's Insurance Policy will supplement the Scout's Personal Family Policy.

We understand that the cost of the Camporee is \$7.00 per person (for Scouts, Webelos, and Adults), which will be paid at the registration table upon arrival at the Camporee site. This cost includes the amounts for Awards, Patches, Supplies, Sanitation, Printing and Postage.

Name: _____ Title: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone (day): _____ (evening): _____

2007MANATEE DISTRICT CAMPOREE REGISTRATION

TROOP UNIT NO. : _____
 CREW / POST UNIT NO. : _____
 PACK / DENS UNIT NO. : _____

NUMBER SCOUTS: _____
 SCOUTS ATTENDING: _____ 70% YES

TOTAL ADULTS: _____
 TOTAL WEBELOS: _____

UNIT LEADERS NAME: _____

TOTAL: _____ X \$7.00 = \$ _____

S. P. L. NAME: _____

CHAPLIN'S AIDE: _____

INSURANCE: YES NO

PRE-REGISTERED: YES NO

PATROL/DEN NAME:
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PATROL/DEN NAME:
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PATROL/DEN NAME:
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PATROL/DEN NAME:
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Bring this Completed Form to the On Site Registration Table if not turned in before December 15, 2006.

PATROL/DEN NAME:
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PATROL/DEN NAME:
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PATROL/DEN NAME:
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LIST ALL ADULTS (At least two registered adult leaders must accompany and remain with each unit at the Camporee.)

Bring this Completed Form to the On Site Registration Table if not turned in before December 15, 2006

LASER GAUNTLET

This is a game that stresses teamwork and using your restricted senses for observation. If it isn't taken too seriously and not overly competitive, it is a great source of fun and challenge.

EQUIPMENT NEEDED

- ? Flashlights (types with signaling button are best)
- ? Blindfolds

PHYSICAL ARRANGEMENTS

USE a picnic shelter for this event. The defending team's territory consisted of the concrete slab. The attacking team is stationed around the area surrounding the picnic shelter.

ACTION

DEFENDING TEAM

The defending team puts on blindfolds and are given flashlights. Each person is told they have ten shots. They must "shoot" an attacker with their laser (flashlight beam) to kill them. Once they have used all ten shots, they must sit down and turn their flashlight off. They have used all their energy supply and are dead. A shot consists of a single beam of light aimed at a specific target. Sweeping the light across the horizon randomly is not allowed.

ATTACKING TEAM

The attacking team must advance slowly without making noise. No running is allowed (safety issue due to darkness & concrete). Their object is to quietly advance until they reach the concrete slab of the picnic shelter. If they are shot with a laser (flashlight beam) they are dead.

SCORING

The team with the most successful invaders to reach the concrete wins. Each team takes a turn as defenders and attackers. In addition to the score of attacks, additional points are given for teamwork and good sportsmanship. This should be announced at the beginning of the event. It will make things run much smoother.

STAFF ACTIONS

CHECK IN PATROLS

EXPLAIN THE RULES

The game must be explained quickly and clearly. Once the instructions are given and understood, divide the remaining time available in half. Play two quick games, the length of which will be half the remaining time.

ISSUE EQUIPMENT

Once you've determined which patrol will start as "defenders" you quickly issue them their equipment.

ACT AS REFEREES

Extra adults can help you. You decide what is a legal shot, who is dead, and who has discharged all ten shots. Prevent arguments from happening.

KEEP THEM MOVING

At the end of the time for each game, call the end quickly and get them to change sides quickly. The events go fast and there is little time. After each patrol has had a turn to defend and attack, you can announce the winning side.

Record the scores and send them to the next event at the prescribed time or cue.

DRUGS

BLIND ESCAPE

The Patrol Leader must direct his blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly he can give instructions and how well he can keep his patrol together coaching them through a situation. His patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.

EQUIPMENT NEEDED

- ? Obstacles (consider safety, obstacles that make noise)
- ? Blindfolds

PHYSICAL ARRANGEMENTS

We used a grassy area with uneven grade for this event. The course wound it's way for about 100 feet. It crossed a shallow creek. There were obstacles they had to climb over, a winding trail they had to follow, a low bridge to cross, etc.

THE COURSE

OBSTACLES (use your imagination, here's some ideas)

- ? Cross a bridge.
- ? Crawl through a truck or tractor tire.
- ? Climb over a string with tin cans attached without making noise. Tin cans are bombs.
- ? Each person open the door of a blocked passageway and yell for help (outhouse door).
- ? Follow winding trail lined on both sides with strings and tin cans without hitting the cans and making noise. (cans are bombs)
- ? Crawl over a log.
- ? Climb under and through a picnic table.
- ? Sound effects make it more fun.
- ? Flashing lights add excitement.

SITUATION

Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. Your patrol leader trips a wire that creates an explosion. He is injured and must be carried by the group, but he still has his sight. The rest of the patrol was temporarily blinded by the blast. You have "x" minutes to escape before the entire area is consumed in fire.

ACTION

PATROL LEADER

The Patrol Leader can see, but must be assisted in walking. He must verbally direct his entire patrol to safety. He can see the obstacles, they can't. He has to describe the obstacle, what they need to do, and coach them through it. Time is limited.

PATROL MEMBERS

The patrol members have all been temporarily blinded by the blast that injured their Patrol Leader. They wear blindfolds. They must move their disabled Patrol Leader through an obstacle course blindfolded following his verbal instructions.

SCORING

There are several ways to score the patrol. If you have set booby traps you can deduct points for each one they set off. Scoring is primarily on evacuation of the area within the prescribed time and how well the patrol functioned together. It can be pretty subjective.

STAFF ACTIONS

CHECK IN PATROLS

EXPLAIN THE SITUATION

The must be explained quickly and clearly. Once the instructions are given and understood, tell them how much time they have available to escape. Remember with more than one patrol, you'll have to stagger their start times. Part of the fun is the first patrol silently watching the following patrol go through the course.

ISSUE EQUIPMENT

Give all but the Patrol Leader a blindfold to wear.

ACT AS REFEREES

Extra adults can help you. You decide what booby traps went off, who is dead, etc. Watch for safety hazards. Keep the event safe.

KEEP THEM MOVING

At the end of the time for each patrol, if they haven't completed the course call the end of it quickly and get them out of the way of the next group. The events go fast and there is little time. After the patrol has had a turn through the course you can award points.

Record the scores and send them to the next event at the prescribed time or cue.

STEALTH HIKE

This event is a test of the boys' ability to maintain silence, requiring them to work together as a team, and control their behavior.

EQUIPMENT NEEDED

? None.

PHYSICAL ARRANGEMENTS

This event takes place along a dark trail. Scouts are given the challenge to Move their patrol to another station down the trail without making any noise at all. They are told that enemy agents are patrolling the area searching for them. Two staffers concealed along the trail will grade them. Use two way radios for the staff. The sound of the radio communications gave an added element of excitement. Scouts willhear the staff close by and freeze, then try to work their way down the trail extra quietly. The boys will think it was fun, it involves their imagination, and their is no equipment and minimum set up.

SITUATION

The Scouts are proceeding down the trail to this event and are met by the staffer who tells them to be quiet. There are enemy agents in the area searching for your patrol. You must get down the trail and to the next event without being detected. No sound, no lights. You must be stealth.

The mission is to get to "point B", under the cover of darkness, without being seen or heard.

They can't know you're there. If they see you, it is the end.

ACTION

For the Scouts, their main action is to sneak down the trail without being seen or heard. This could involve running, hiding, crawling, etc. They get to use their imaginations.

SCORING

They are scored on how quietly they approached and how well they worked together. This is judged by different staffers placed along the trail.

STAFF ACTIONS

CHECK IN PATROLS

EXPLAIN THE SITUATION

Remember this, like all other events, is only 30 minutes. Keep your explanation brief. Tell them there may be several enemy agents looking for them. Impress the boys that their cooperation and their stealth is chiefly what they will be graded upon.

ISSUE EQUIPMENT

None to issue.

KEEP THEM MOVING

The events go fast and there is little time.

ESPIONAGE ADVENTURE

The evil agent known as the Jackal, has stolen the royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted on the internet.

EQUIPMENT NEEDED

- ? Directions to the hidden gems
- ? Compasses
- ? Plastic Containers (we used 8)
- ? green marbles (emeralds)
- ? Large plastic spiders

PHYSICAL ARRANGEMENTS. A series of distances and degree readings took you to the correct container. The containers were laid out in a line about 5 feet apart.

Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. He has hidden a container with the royal emeralds. There are 7 false containers that contain the most poisonous spider in the world. Once loose, it will kill everyone within seconds (anyone seen Arachnophobia?) If you choose the correct container you will avert an international crisis and probably prevent a disastrous war.

ACTION

The patrol members are given the directions to the hidden emeralds. Using a compass and pacing they find their way to the treasure.

SCORING

You can give them 8 points for finding the correct container, deduct a point for each 5 feet they are off target. Reserve two points to be given for how well they work together.

STAFF ACTIONS

CHECK IN PATROLS

EXPLAIN THE SITUATION

The must be explained quickly and clearly. Once the instructions are given and understood, tell them how much time they have available.

ISSUE EQUIPMENT

Give out the instructions and compasses.

KEEP THEM MOVING

The events go fast and there is little time. After the patrol has had a turn through the course you can award points.

Record the scores and send them to the next event at the prescribed time or cue.

STAR TREK

This is a short star hike providing a great opportunity to observe the heavens and learn about another part of nature.

EQUIPMENT NEEDED

- ? Powerful Flashlight for pointing
- ? Luminous Star Charts (in case of cloudy weather)

PHYSICAL ARRANGEMENTS

Used a large open clearing for this event. The patrols approached the area along a dark trail through dense woods.

ACTION

The action of the patrol is to mainly listen and follow the staffer for this event.

As the patrol approaches this area walking along the dark trail through the dense woods, the staffer appears from behind a large tree to suddenly meet them on the trail. (this can be dramatic) He then asks them to follow him quietly through the woods.

As they follow him along the trail, he leads them from the dense woods and into a large prairie area or field where the sky opens up above them filled with millions of stars.

He leads them to a large mowed area where they can lay down and stare up at the heavens.

The staffer describes what a star is, a galaxy, etc. He points out a few constellations and tells of the stories behind their names.

SCORING

This event is more experiential than competitive. Mostly patrols are scored on their scout like conduct and their ability to listen quietly.

STAFF ACTIONS

BE SOMEWHAT MYSTERIOUS

It makes it more fun for the boys. Ask if everyone is there and take them on a hike to your field area.

CHECK IN PATROLS

EXPLAIN THE HEAVENS

Once at the field and the boys are positioned on the ground, give instruction on star study. Describe the constellations by telling the stories of how they got their name. Explain how to use the stars to find north. Tell about how the stars guided ships. Point out manmade lights in the heavens as well.

ISSUE EQUIPMENT

If the night sky clouds over and the stars are hidden from view, then pass out the luminous star charts. You can continue with the same stories, but you will not have the dramatic visual aid of a star filled sky to aid you. Star charts are better than nothing.

KEEP THEM MOVING

At the end of the time, call the end quickly and get them back to the trail.

Record the scores and send them to the next event at the prescribed time or cue.

JAWS OF DEATH

WHAT AND WHY

This is a light meal served buffet style scheduled midway through the night for everyone to enjoy. We did it as Mission 6, 10:00-10:30pm. It serves a few purposes.

First is refuels young bodies. By about 10:00pm they will be getting a little hungry.

It serves as a midpoint where you can check everyone's status. First of all, is everyone accounted for? Are there any injuries? Are the events/missions going smoothly? If no to any of these questions you now have the opportunity to apply first aid, organize a search party, or make program adjustments, depending on the need.

We will our events on Saturday night starting at 8:00pm and running until 1:30am Sunday morning. This creates an obvious problem for LDS units. This mealtime makes for a convenient departure point where LDS units can start their return home at 10:30pm, so they can end their travel time before Sunday. We have one LDS troop involved and this plan may work out for them.

EQUIPMENT NEEDED

- ? Dining Hall
- ? Picnic tables
- ? Serving tables
- ? Beverage Coolers
- ? Kitchen Prep Equipment
- ? Trash Recepticles
- ? First Aid Equipment
- ? Paper products (plates, flatware, cups, napkins)
- ? Large Coffee Makers (1 for coffee, 1 for hot water)

PHYSICAL ARRANGEMENTS

Use the dining hall for this event. It is centrally located on the camp property. It has ample seating, lighting, running water, serving areas, and kitchen area. It also has nearby bathroom facilities

We can have a large blazing fire in the fireplace in case people are cold. It can also help mark the location making it easier to find in the dark and drew people away from the tables after they were done eating creating room for the next group.

ACTION

Move people through the serving line quickly as they arrived and after they say grace. Recorded the patrol and number of people to check against the original roster.

SCORING

Patrols are scored on their ability to find the dining facility and their conduct while eating.

STAFF ACTIONS

CHECK IN PATROLS

EXPLAIN THE RULES

Basically point them toward the food, remind them of grace if necessary, and ask them to be considerate when taking food. There was plenty of food for everyone.

ISSUE EQUIPMENT

Paper products as they passed through the line.

MENU

- ? Assorted Sandwich Breads
- ? Assortment of lunchmeats
- ? Peanut Butter & Jelly
- ? Chicken Noodle Soup
- ? Vegetable Soup
- ? Crackers
- ? Sausages
- ? Assorted Cheeses
- ? Assorted Veggies
- ? Veggie Dip
- ? Assorted Cookies
- ? Brownies
- ? Donut Holes
- ? Lemonade
- ? Coffee, Hot Chocolate, Tea

ANNOUNCEMENTS

LOST AND FOUND

KEEP THEM MOVING

there is little time. After each patrol has had firsts, announce seconds and stand aside.

SOLO ENCOUNTER

This event combines two elements, a brief solo experience in the woods at night and a Scoutmaster's Minute by a lay person or short sermonette by a religious leader.

EQUIPMENT NEEDED

None

PHYSICAL ARRANGEMENTS

Use a large open grassy area with a circular trail for this event. The circular trail wound around for about 500 feet. The open grassy area was surrounded by woodland with the waters of a small river audible in the distance. There was ample room for Scouts to be separated about 25-35 feet from one another.

SITUATION

The Scouts are proceeding down the trail to this event and are met by the staffer. He leads them down the trail to the open grassy area where he assembles them for a talk. We could use a minister who could talk of the beauty and the wonder of nature. He could take about how the dark of night has a special beauty all it's own.

Then challenge the boys to maintain a short silent solo experience along a trail. Tell them to spend the time thinking about a question. Also tell them to look around and listen carefully, observing nature. Ask that they not use any flashlights or make any sound. Assure them there was nothing to be frightened of and no one would bother them.

You can ask the boys to ponder any question. It could be to think about a particular Scout Law, or what the Motto means, or what they have done recently to honor their Oath? On our particular event the thought could be, "If you could ask God one question, what would it be?"

After this talk and a question to ponder, begin down the trail dropping off a Scout about every 25-35 feet. This is where their solo begins. The circular trail eventually takes you back to the beginning.

Going out into the center of the circle you can observe most of the group from a single vantage point.

Watching the time carefully, start down the trail to collect the boys again returning to the beginning of the trail where they were first assembled for the talk.

Take them back down the trail to continue on to their next mission/event.

ACTION

For the Scouts, their main action is to listen and think. On this event they will test their ability to follow three points of the Scout Law; Obedient, Brave, and Reverent. They will spend part of the time listening to the staffer, and part of the time alone listening to nature and pondering a question.

SCORING

We can't know what they are thinking or how seriously they are taking this event. We can score them on how well they behave and if they are quiet and don't use their flashlights.

STAFF ACTIONS

CHECK IN PATROLS

EXPLAIN THE SITUATION

Remember this, like all other events, is only 30 minutes. Part of that time is consumed by hiking. Keep your sermonette or Scoutmaster's Minute brief. Use economy of words, 4-5 minutes at most. It takes time to place and gather the Scouts for their solo. This all has to happen within a 30 minute cycle. Impress the boys that their cooperation is chiefly what they will be graded upon.

ISSUE EQUIPMENT

None to issue.

ACT AS REFEREES

Extra adults can help you. Remind Scouts to be quiet when necessary. Watch for lights.

KEEP THEM MOVING

Before the end of the time gather them quickly and get them out on the trail to the next mission/event. The events go fast and there is little time.

Record the scores.

SECRET STRANGER

The evil agent known as the Jackal. The good agent is known as the Condor. They will meet both of them one at a time. They must decide which is the Condor and present their computer disk to him/her. They must determine who is who by asking them questions and judging their character by the responses.

EQUIPMENT NEEDED

? None

PHYSICAL ARRANGEMENTS

Use a trail along the river as the staging area for this event. A staffer will meet the boys along the trail and explain the event to them. You need two staffers, one to portray the Condor and one to portray the Jackal. They should be people who can play the part well.

SITUATION

You must get information to a secret intelligence unit of the United States government. Your contact is an agent known only as the Condor. You have no information about his/her appearance, nor do you have a code word for identification. The original code word was compromised by enemy agents. It is known that an enemy agent known only as the Jackal is operating in the area and may try to impersonate the Condor to intercept the information on your disk. If your information gets into the wrong hands it could be disastrous for the free world.

ACTION

The patrol members are given their instructions. They hike down the trail until they encounter a mysterious stranger. They talk with that person. They continue until they encounter a second mysterious stranger and talk with that person as well. Based on their conversations with the strangers they must judge who the Condor is and who is the Jackal. Once you've decided which the Condor is, you should present them with the disk.

10 points is perfect. Five points are given for choosing the correct person. An additional five points may be given based on quality of questions and how well the group worked together. The points are scored by whomever they give the disk to, either the Jackal scores them or the Condor scores them.

STAFF ACTIONS

The first staff member gives them the instructions and explains the event. The other two staff members play the roles of Condor and Jackal. They might want to switch roles every now and then. It can be a fun event if the Scouts are really into the event and the staff are into their role.

ISSUE EQUIPMENT

None needed. They were given a computer disk before they set out on their first mission.

KEEP THEM MOVING

The events go fast and there is little time. Record the scores and send them to the next event at the prescribed time or cue.

ENEMY ENCAMPMENT

This event combines some exciting elements, a test of the boys' observation skills, their ability to work together as a team, and their natural desire to run around in the dark desperately trying not to be caught by adults.

EQUIPMENT NEEDED

? One enemy campsite. We can use a own troop campsite for this event.

PHYSICAL ARRANGEMENTS

This event was began along a trail where the Scouts are given their challenge to gather information about the enemy encampment. The enemy campsite has a campfire with one or two staffers sitting by it. A quantity of tents, etc., what you would normally see in a typical campsite. The campsite is away from the other troops, surrounded by a variety of elements; i.e. some large trees, a fence, a barn, some shrubbery, etc. There are objects for Scouts to hide behind as they quietly make their approach to observe the enemy campsite.

SITUATION

The Scouts are proceeding down the trail to this event and are met by the staffer. He leads assembles them and explains their mission.

An anti-government organization has set up camp and is believed to be training some rather unsavory individuals in domestic terrorism. Right now most of them are gone on a training mission. There's only a few of them guarding the camp.

The mission is to get close enough, under the cover of darkness, to gather intelligence information about the group's camp.

- ? How many tents do they have?
- ? How many people are guarding the camp?
- ? Are they male or female?
- ? How many vehicles do they have?
- ? What are the license plate numbers?

They can't know you're there. If they see you, it will compromise our entire operation.

ACTION

For the Scouts, their main action is to sneak up and get information on the camp without being seen. This involves running, hiding, crawling, etc. They get to use their imaginations. The Scouts really got into this event and had fun with it.

SCORING

They are scored in two areas, the quality and accuracy of the information they bring back, and how quietly they approached and how well they worked together. This is judged by two sets of staffers, those who sent them on the mission and those who guard the campsite.

STAFF ACTIONS

CHECK IN PATROLS

EXPLAIN THE SITUATION

Remember this, like all other events, is only 30 minutes. Keep your explanation brief. Tell them the other terrorists will be returning to camp within a short time, they have to get the information quickly. Impress the boys that their cooperation, their stealth, and their information is chiefly what they will be graded upon.

ISSUE EQUIPMENT

None to issue.

ACT AS REFEREES

This is mainly the adults in the Campsite that are the eyes and ears of the event. They can really ham it up too. One might ask the other if he/she heard something out there then shine a light near a noise, careful not to shine it on an actual boy (but close). They can move around the site. Walk out away from the site near some boys to dump out a basin of water. They can add some suspense to the situation. But be careful not to overdo it.

KEEP THEM MOVING

Before the end of the time gather them quickly and get them out on the trail to the next mission/event. The staffers in the campsite can say, "Hey, I hear the others coming back now". That usually gets the boys moving. The events go fast and there is little time.

Record the scores.

AGENT RESCUE

This is a quick search & rescue event. The situation is that a plane has gone down. The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary.

EQUIPMENT NEEDED

? None

PHYSICAL ARRANGEMENTS

Use one of the most remote locations for this event. No special arrangements are really needed, just an area away from other activity that is fairly remote.

SITUATION

The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. You must find him quickly before someone else does.

ACTION

The patrol is given it's instructions. Tell them the aircraft was believed to have been shot down in this immediate vicinity. Give them some basic points about search & rescue techniques. Let them go and search.

SCORING

10 points is perfect. Five points are given for finding the person. An additional five points may be given based how well the group worked together and how quickly they acted.

STAFF ACTIONS

The first staff member gives them the instructions and explains the event. The other staff members play the role of the agent/pilot in need of rescue.

ISSUE EQUIPMENT

None needed.

KEEP THEM MOVING

The events go fast and there is little time.

Record the scores and send them to the next event at the prescribed time or cue.

MYSTERY MISSION

This involves a cabin used as a counterfeiting operation. The Scouts must keep the counterfeiter busy in one room while the other Scouts gather evidence from one of the other rooms.

EQUIPMENT NEEDED

- ? Play Money (money gift wrap, sheets of \$100 bills)
- ? Camera with flash attachment
- ? Anything that can look like copy equipment as a prop

PHYSICAL ARRANGEMENTS

This takes place in a cabin with several rooms which is used as a "counterfeiting operation".

SITUATION

ACTION

The patrol is met outside the cabin and briefed on the event and is given instructions.

The cabin has several rooms which are used as a counterfeiting operation. The Scouts must make contact with the counterfeiter and keep him busy in one room while the other Scouts gather evidence from one of the other rooms. They must maneuver him in to different rooms while they search for and gather evidence.

In order to gain entrance they must come up with a cover story. ie their car broke down, they're lost, they're census takers, they're selling popcorn, they're with the state lottery, etc.

To gather evidence, they must take the camera (no film, just flash) and photograph the entire operation while other patrol members keep the counterfeiter busy. They also need to copy down a code hidden on a piece of equipment that they must locate.

Once they have gathered their evidence they take it out to the staff member they met earlier outside.

SCORING

10 points is perfect. Five points are given for finding the evidence. An additional five points may be given based how well the group worked together and how original their cover story was and how well they managed to keep the counterfeiter busy and distracted.

STAFF ACTIONS The first staff member gives them the instructions and explains the event.

The other staff member plays the role of the counterfeiter. How well he plays his role will determine the success of the event. If we have someone who can talk rough, (Steve Rees) act suspicious and nervous, and think on his feet, he will do well in this role.

? ISSUE EQUIPMENT

? inexpensive camera with flash

KEEP THEM MOVING

The events go fast and there is little time. Record the scores and send them to the next event at the prescribed time or cue.

DRAFT

MISSION IMPOSSIBLE • STAFF INFORMATION

ADMINISTRATIVE STAFF

- Camporee Chairman _____
- District Executive _____
- Registrar _____

SUPPORT STAFF

- Campfire Construction
- Kitchen Supervisor
- Helper 1
- Helper 2
- Helper 3

PROGRAM STAFF

- Campfire Host
- Chaplain
- Night Mission Event Staff

Scout Patrols and Webelos Dens will be given secret orders that will direct them to their first night mission (event). They will be directed to a total of 11 Night Missions (including midnight meal). After each completed night mission, they will be given sealed orders directing them to their next mission.

The 11 Night Mission Staff include:

- Laser Gauntlet event manager
- Blind Escape event manager
- Stealth Hike event manager
 enemy agent 1
 enemy agent 2

- Espionage Adventure
 event manager
 event assistant
- Star Trek event manager
- Jaws of Death (See Support Staff)
- Solo Encounter event manager
 event assistant
- Secret Stranger event manager/stranger
- Enemy Encampment event manger
 enemy agent 1
 enemy agent 2

- Agent Rescue event manager
 downed agent
 referee

- Mystery Mission event manager
 event assistant
 event assistant

Staff members should plan on arriving by 12 noon on Saturday.

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