

2007 Spring Camporee

1. Concept. This year, the rotation schedule will be reduced to 6 rotations instead of 8. This allows us to put more related events into each rotation while also minimizing transition time between rotations. Each rotation will be 55 minutes long with 5 minutes allowed for movement between rotations. The program area themes and events are listed below. The plan is for each theme area to be sponsored by a troop or crew. That troop/crew will be responsible for providing equipment and for supervising and conducting the events in the theme area. The sponsor will also record scores in their areas for use in the best patrol competition. Additionally, sponsors are encouraged to add activities to insure all scouts visiting their program area are busy during the rotation times. Possible additions could include football or Frisbee tosses, or other related scoutcraft activities. There will also be some events for adults that will be conducted during the program rotation times.

2 Program Plan

1. Events for Scouts

a. Tomahawk Throw

i. Tomahawk throw

1. Team: Patrol
2. Equipment: tomahawks, wood targets
3. Method: Each patrol member gets four chances to throw the tomahawk.
4. Scoring: 1 point for each tomahawk sticking in the target

ii. Kim's game

1. Theme: Memory
2. Team: Patrol
3. Equipment: 20 items, sheet for a cover
4. Method: Spread 20 items on a table and cover. Patrol comes up and has one minute to look at the items (no talking). They then depart the viewing area and have five minutes to list all the items.
5. Scoring: 1 point for each correct item listed.

iii. Horseshoes (no scoring for this event)

b. Knots

i. Knot Relay (variation of one handed or behind the back)

1. Team: Patrol
2. Equipment: one rope per patrol
3. Method: This is a relay. Patrol lines up facing a judge. On signal first member runs up and ties the requested knot for the judge. The patrol member can pass to the next person in line if he can't tie the requested knot. When all six of the basic knots have been tied (square knot, two half hitches, taut line hitch, bowline, clove hitch, and timber hitch) the patrol must give it's patrol yell. The event is

timed. Points are awarded based on time within the rotation

4. Scoring: Fastest time earns 15 points. Second fastest time earns 10 points. Third fastest time earns 5 points.
- ii. Remote Clove hitch (variation with the lava pit)
 1. Team: Patrol
 2. Equipment: 50 ft rope
 3. Method: Patrol ties a clove hitch around a tree. Nobody is allowed closer than 15 from the tree.
 4. Scoring: number of points is the seconds used subtracted from 240. Four minutes is the maximum time allowed.
 - iii. Bowline Square knot Draw
 1. Equipment: Enough 6ft length ropes to provide one rope per scout in the patrol. Probably about 16 rope lengths.
 2. Method: The patrol forms two lines so that each scout can be paired with another member of his patrol. Each scout is provided a length of rope which is placed at his feet prior to the start. On the "Go" signal each scout picks up his rope and ties a bowline around his waist. Each pair then ties a Square Knot to connect the ends of the ropes between them. They then back up until the line becomes taut, then lean back and put their hands up. When all pairs of the patrol have completed the task, timing of the event stops. Points are awarded based on time within the rotation
 3. Scoring: Fastest time earns 15 points. Second fastest time earns 10 points. Third fastest time earns 5 points.
- c. Camp Gadget Building
 - i. Tripod
 1. Equipment: Three wooden poles approximately 10 ft long, rope for a tripod lashing and an additional rope for use in supporting weight on the finished tripod.
 2. Method: On the "Go" signal, the patrol ties the poles into a tripod using an appropriate tripod lashing. The patrol must set up the tripod, tie a bowline in the second rope and hang it from the top of the tripod so that it hangs down the center of the tripod. The patrol then ties a bowline in the free end of the rope such that it is above ground level. Finally, one member of the patrol stands on the free bowline loop and balances his weight using the rope. The tripod must support his weight without falling. The event is timed. Points are awarded based on time within the rotation
 3. Scoring: Fastest time earns 15 points. Second fastest time earns 10 points. Third fastest time earns 5 points.
 - ii. Flagpole raising with patrol flags

1. Equipment: Two wooden poles approximately 10 ft long, rope for a round lashing and an additional ropes for use in tying down the finished flagpole.
 2. Method: This is a relay. On the “Go” signal, the patrol ties the poles together using a round lashing. The patrol must lash it’s patrol flag (with stave) to the top of the pole. The patrol then raises the flag and secures it in an upright position using rope guy lines. The flagpole must stand one minute without falling. The event is timed. Points are awarded based on time within the rotation
 3. Scoring: Fastest time earns 15 points. Second fastest time earns 10 points. Third fastest time earns 5 points.
- iii. Build and use, but not race a travois
- d. Map Reading
- i. Determine Directions without a compass
 - ii. Map Orientation (intersection problem demonstration)
 1. Equipment: 5 different topographic maps and Compass
 2. Method: This is a relay. Patrol lines up facing a judge. On the “Go” signal, one member of the patrol runs to the judge, selects a map, and orients it correctly using the compass. Scout returns to his patrol and next member runs to the judge and repeats the procedure. When all five maps have been oriented, timing of the event stops.
 3. Scoring: Fastest time earns 15 points. Second fastest time earns 10 points. Third fastest time earns 5 points.
 4. Following the relay, the judge demonstrates how to locate a position using triangulation with map and compass.
 - iii. Map Symbol Relay
 1. Equipment: Map symbol cards or actual maps
 2. Method: On “Go” signal, first patrol member runs to judge position, selects a map symbol card and identifies the symbol. Scout returns to his patrol and next member runs to the judge and repeats the procedure. When all symbols have been identified, timing of the event stops.
 3. Scoring: Fastest time earns 15 points. Second fastest time earns 10 points. Third fastest time earns 5 points.
 - iv. Use a GPS and determine location. This is a demonstration station only. Here, the basics of GPS are demonstrated, including UTM coordinates, GPS operation fundamentals, and locating a current position given both GPS and map.
- e. Orienteering Course (Troop 731)
- i. Azimuth Game
 - ii. Intro to Geocaching
 - iii. Compass Skills Game
- f. Game Rotation
- i. Hot Isotope Game

1. Equipment: 1 #10 can and 6 ropes. Marked off “no entry” zone (hot isotope or lava)
 2. Method: On signal, patrol uses materials provided to retrieve the can from the middle of the hot zone with entering the zone. Timing stops when the can is successfully retrieved, without any of the patrol members getting “contaminated”.
 3. Scoring: Fastest time earns 15 points. Second fastest time earns 10 points. Third fastest time earns 5 points.
- ii. Two Man Carry Race
1. Equipment: None, but a racecourse needs to be marked with tape or traffic cones
 2. Method: Two members of the patrol must carry a third member using an appropriate two man carry technique through the race course. The patrol races one three person team at a time. The patrol must complete four “races” (four three scout teams complete the course). Every patrol member must complete the course at least once as a “carrier”. Event is timed, and time stops when the fourth team completes its race.
 3. Scoring: Fastest time earns 15 points. Second fastest time earns 10 points. Third fastest time earns 5 points.
- iii. Standing Jump Relay
1. Equipment: None
 2. Method: Patrol lines up. First scout performs a standing long jump. Second scout jumps from where first scout landed. Each member performs a jump in turn. Must perform 10 jumps (some patrol members may jump more than once, but each member must jump at least once). Scoring is by total distance jumped by the patrol.
 3. Scoring: Longest total earns 15 points. Second longest earns 10 points. Third longest earns 5 points.
- g. Scavenger Hunt (ongoing during the day)
2. Adult Activities (done during Activity periods but not limited to any particular rotation)
- a. Geocaching course (Start at the Flagpole)
 - b. Horseshoes Tournament (limited to 32 teams). Teams consist of 2-4 adults
 - c. Adult Leader Training? (Scouting Safely, NLE, Trek safely)

2007 Spring Camporee Schedule

Friday, April 13, 2007

05:00 pm - 10:00 pm	Check-In & Camp Set-Up
05:00 pm - 11:00 pm	Burger Burn
10:15 pm - 11:00 pm	Cracker Barrel (Scoutmasters/SPLs/Staff)
11:30 pm	Lights Out

Saturday, April 14, 2007

06:30 am	Reveille
07:00 am - 08:20 am	Breakfast and Clean-up in Campsite
08:30 am - 08:50 am	Opening Ceremony
09:00 am - 09:55 am	Activity Period #1
10:00 am - 10:55 am	Activity Period #2
11:00 am - 11:55 am	Activity Period #3
11:55 am - 01:25 pm	Lunch Period in Campsite
01:30 pm - 02:25 pm	Activity Period #4
01:30 pm - 03:30 pm	Campsite Inspections
02:30 pm - 03:25 pm	Activity Period #5
03:30 pm - 04:25 pm	Activity Period #6
04:30 pm - 04:35 pm	Flag Ceremony, Retire the Colors
04:35 pm - 07:00 pm	Dinner and Clean-Up in Campsite
05:00 pm - 06:30 pm	Cooking Competition (Staff Area)
06:50 pm - 07:20 pm	Closing Campfire
07:30 pm - 09:00 pm	OA Call Out
09:15 pm - 10:15 pm	Brotherhood Ceremony
11:30 pm	Lights Out

Sunday, April 15, 2007

07:00 am	Reveille
07:15 am - 08:45 am	Breakfast and Clean-Up in Campsite
09:00 am - 09:05 am	Flag Ceremony
09:05 am - 09:20 am	Scouts Own Service
09:20 am - 10:00 am	Awards
10:00 am - 11:30 am	Break Camp/Check Out
11:30 am	Last Troops and Remaining Staff Depart