

2019 Brooklyn Fall Camp-o-ree



Pioneering Field Event Handbook

Welcome to the Brooklyn Council 2019 Fall Camporee -“Pioneering Weekend”

You are invited to participate in the Brooklyn Council’s Fall Camporee in camp Pouch. Whether you are attending as a new scout on the trail to First Class, or an experienced Scout looking to share your knowledge and leadership to others; please help us in providing cheerful service, outstanding leadership, and FUN!

Please read this entire Handbook, it will explain the rules and logistics for this year’s Camporee.

The most successful Troop’s at this year’s Camporee will have thoroughly read and attained a complete understanding of all the information covered in this handbook.

This Camporee is primarily an activity to enhance the Patrol Method within your Troop. It is also a chance for your scouts to show off their skills at camp making, cooking, teamwork, and cooperative methods of taking on tasks. All activities are run with the Patrol Method in mind. Camping may be done as a Troop; however, each Patrol (as registered) will be judged in their ability to camp, complete scout skills, and compete as a team (Patrol). Each Patrol should maintain an individual campsite within the larger Troop area.

If you have any questions or need additional information, please feel free to contact the following people:

Activities Chair
District Exec

Matt Bartels
Rob Vite

347-838-1940 Troop9318@hotmail.com
Robert.Vite@scouting.org

CAMPOREE GENERAL INFORMATION

Check-In:

Check-in is from 7:00-9:00pm on Friday night. Please do not show up any earlier than 7pm unless you are on staff for the weekend. This allows the staff a chance to prepare everything before check-in begins without interruption. Scoutmasters will need to check their Troops in immediately upon arrival at camp. Each Troop will need to present a roster of who is in camp for this weekend at check-in. It is imperative that each Troop arrives together. Immediately after check-in, the staff will hold a cracker barrel for the SPLs and the Scoutmasters to cover the events of the weekend.

Camporee Fees:

Fees will be \$10 per person (scouts and leaders that attend). This will include a patch, cost of the field, whether or not you camp there, and all activities thru the weekend. Please complete the registration form and turn in to Council office by Sunday, September 30, 2012 at 5:00pm.

Materials Needed for Camporee: (provided by each Troop and Patrol)

1. 6 Poles (recommended size: 2 inch by 8 feet)
2. 4 Guide Ropes (1/4" or 3/8" diameter, recommended 15 feet lengths)
3. 9 Lashing Ropes (1/4" or 3/8" diameter, recommended 10-15 feet lengths)
4. Hammer
5. Pulley or Eye Bolt (Flag Raising event)
6. Patrol Flag
7. Supplies for the Troop gateway and pioneering project.

Please provide these items, and let us know in advance if you have trouble supplying these items. Poles should be available surrounding the field.

Camporee Patches:

One Camporee patch will be given to each paid participant, this includes scouts and adults. They will be distributed at checkout and will only be given out to troops who have handed back their evaluation forms. Additional patches will be available at the Staff area at a cost of \$3.00 per patch beginning on Sunday at check-out. Will be a first come first serve basis.

Awards / Scoring System:

Awards will be given to the top three Troops overall and the top three Patrols by raw score. The best camp gadget will be judged by three staff members and awarded to the top troop. Best gateway will also be scored by three staff members and awarded to the top troop. The scores for the gateway and gadget will be incorporated into the overall troop award. The overall Troop will be scored as followed.

For example: If Troop A has one patrol and Troop B has 4 patrols competing. Troop A accumulates 95 possible points overall and Troop B accumulates (96, 90, 91, 92) 92.25 possible points. Troop A would win. Troops will be done by averages by the number of Patrols they have representing themselves. We hope this will encourage Patrols to come as they are on a regular scout basis and not load one patrol with all the older scouts and leave the younger scouts hoping to defend on their own.

This should be viewed as a positive learning experience and helping one another grow through scouting activities.

Classes:

Classes will be run as a round robin, in 30 minute sessions, encouraging each patrol to take part in the instructions given by the staff. These classes are set up as a refresher for skills which will help for the competitions later on in the day, as well as skill builders towards better pioneering methods. We encourage more experienced scouts to participate in the demonstration of these skills. If any of your scouts are interested in helping out, please let us know at the SPL meeting. The classes will follow the following themes: **Basic knots, lashings, pioneering first aid, camp gadgets, Rope making and maintenance and splicing.**

Agenda:

Friday

- 5-7 Setup Field
- 7:15-8:45 Check-in
- 9:15 SPL Cracker barrel meeting (introducing the events planned for the following day)
- 11 Lights out

Saturday

- 7-8:30 am troop time/ breakfast/ Saturday Check-ins
- 8:45 Opening ceremony/ Flags 9-12 Classes
- 12-1 pm Lunch
- 1-2 pm Siesta
- 2-4 pm Competition
- 5-7:30 dinner/troop time
- 7:30 Flags
- 8 Closing campfire
- 9:15 Meeting with SPL and SM for final thoughts.

Sunday

- 7-8:45 Breakfast
- 9:30 Flags/ Closing

Games

Each game will be held on the parade field, in round robin fashion. As you complete a station, feel free to move onto another station, but please wait patiently for your turn, or come back to that station later on.

Camp Chair Relay:

? Equipment needed supplied by each Patrol

- Rope, ¼ " in Diameter
- 3 Logs
- 1 tarp

? Explanation:

- Scouts will build a tripod using the logs provided
- They will then attach the tarp to the tripod, creating a chair.
- Scouts will be required to lift the chair, with a scout seated and carry them to and from a set point
- This event will be judged based on speed.



Timber Hitch Log Pull

? Equipment needed supplied by each Patrol

- Rope, ¼ " in Diameter
- 1 Log

? Explanation:

- Scouts will line up relay style
- The first Scout will be required to tie a timber hitch around a log
- They will then drag the log to a cone and back
- This event will be scored on based time
- If log become undone, then they must retie the log

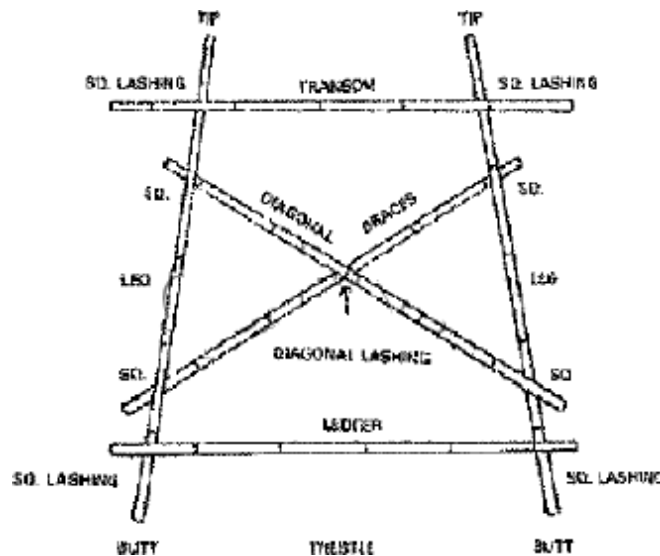
Chariot Race:

❓ Equipment needed supplied by each Patrol

- 6 Poles, 8ft long, 2" Diameter
- 9 Lashing Ropes, 1/4" or 3/8" diameter, 10-15ft recommended

❓ Explanation:

- All materials will be laid on the ground 10' from the starting line.
- On the start signal, Patrols will run to gather their equipment and begin to construct a chariot as illustrated.
- Once constructed, one scout rides the chariot being pulled by 2 other members of his Patrol over the finish line.
- If the chariot becomes disabled the patrol must stop and repair the lashings.
- All lashings must be intact to cross the finish line
- The chariot must remain in two-point contact with the ground while being pulled.
- 3 wraps and 2 fraps minimum, loose end secured.



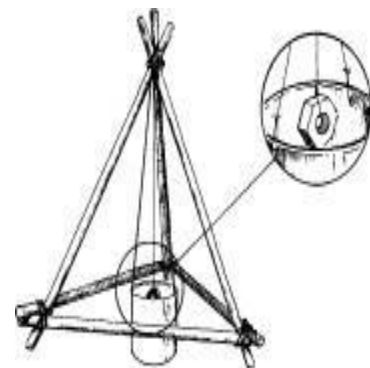
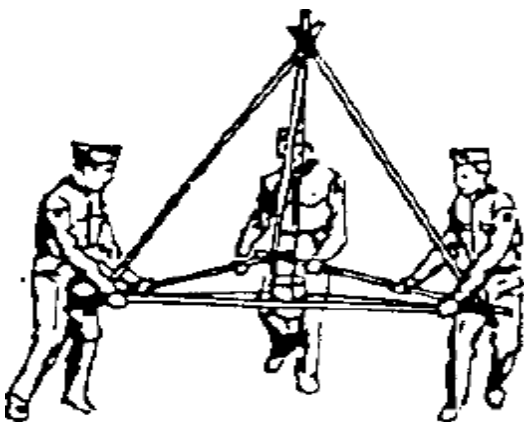
Nitroglycerine Transporter:

❓ Equipment needed supplied by each Patrol

- 6 Poles, 8ft long, 2" Diameter
- 7 Lashing Ropes, 1/4" or 3/8" diameter, 10-15ft recommended
- 1 #10 Can attached to a string (Camporee will supply)
- 1/2" nut attached to a string (Camporee will supply)

❓ Explanation:

- The patrol is to construct a transporter for the nitro and the move the nitro in the transporter in such a way that they will not detonate the nitro.
- Patrols will need to construct a tripod then attach the remaining poles on each leg to form a 3 dimensional triangle.
- Suspend the #10 can with 3 lashing ropes by lashing each rope to the horizontal poles or the tripods centers. The can is to hang in the center of the triangle.
- Suspend the 1/2" nut from the top of the tripod so it is in the center of the can but not touching the sides.
- The Patrol will then need to move the transporter over a set distance. If the nut touches the side of the can at any time, the Patrol must return to the starting line and try again.
- Object is to keep that nut from swinging too much. Team work will play a vital role in your success.



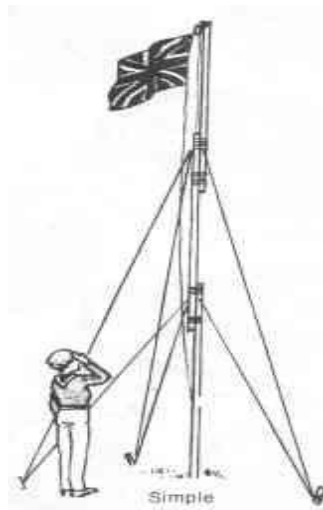
Flag Pole Raising:

❓ Equipment needed supplied by each Patrol

- 3 Poles, 8ft long, 2" Diameter
- 4 Lashing Ropes, 1/4" or 3/8" diameter, 10-15ft recommended
- 2 Lashing Ropes, approx. 15ft each tied together to hoist the flag
- 3 Guide Ropes, 1/4" or 3/8" diameter, 15ft recommended
- 1 eye bolt or pulley to raise the flag
- Patrol Flag
- Hammer

❓ Explanation:

- Patrol will start 10 feet away from material.
- Lash 3 pole together, using shear or round lashings. Use 1 or 2 lashings per joint. Each lashing must have at least 4 wraps and at least 2 fraps.
- Use the stakes and guide ropes to support the flag pole
- Raise a Patrol Flag up the pole. Attach flag with clips or toggle method.
- Time stops when flagpole is standing upright, supported only by the guy lines and flag is raised and secured.



Knot Relay:

? Equipment needed supplied by each Patrol:

- 6 Lashing Ropes

? Explanation:

- Patrol starts 10 feet away from material.
- At the signal to start, one member of the patrol will move forward to the instructor. The instructor will give the scout a knot to tie at random.
- If the scout successfully ties the knot required, he will return to his Patrol and the next scout will come forward to receive the next knot.
- If the Scout unsuccessfully cannot tie the knot, he will return to his line and the next scout will come forward and be asked the same knot until it is completed.
- Once all knots are completed, the Instructor will ask the next scout in line to whip a rope for him using one of the following: Common whipping, Sail maker's whipping, or West Country whipping.
- In this event encouragement from everyone is needed.

? Knots will be:

- Clove Hitch
- Sheet Bend
- Square Knot
- Bowline
- Two Half Hitches
- Timber Hitch
- Taut-Line Hitch

📌 **Tug-O-War (Rope will be provided)**

- Each unit will line up on the field at 4:30, select five members from their unit and square off until there is a champion.

📌 **Camp Gadget Competition:**

While every unit is not required to participate in this event, they are encouraged to do so. We are looking for each unit to bring a bit of outdoor gadgetry to their campsite. Whether it is a gateway, a table, tower or other gadget, the judges will be looking for creativity and usefulness in the design of you camp gadget. While the scouts will be able to design the gadget before the camp-o-ree, they will be required to gather the wood necessary to build it from around them camp during the day.

They will be judging on the following criteria:

- Function design
- Knots and lashing
- Effort

Please note, these projects should be mostly done by the youth. We will have people walking around all day keeping an eye on the projects as they are being built, and will note if there are more adults working on it than youths. Remember Baden Powell said “Never do anything a boy can do.” **Each unit will need to bring their own rope for this event!**

📌 **Camp Wide Pioneering Projects**

We will be asking some of our older scouts to help in putting together some spectacular pioneering feats, including a monkey bridge and a signal tower on the parade field. If you have scouts who want to help out, please let the event’s char know at the cracker-barrel on Friday

Brooklyn Camp-o-ree 2019

Troop _____ Patrol Name _____

Camp Site Inspection

- _____ Camp Identification
- _____ American flag displayed
- _____ Troop flag displayed
- _____ Campsite Set up
- _____ Patrol flag outside patrol leader's tent
- _____ Campsite neat and orderly
- _____ Tents properly set up
- _____ Personal equipment stored safely and neatly
- _____ Patrol equipment stored safely and neatly
- _____ Health/Safety and Sanitation
- _____ First aid kit accessible
- _____ Hand sanitizer available
- _____ Food properly stored
- _____ Dishes/cooking gear washed and put away
- _____ Three pot method cleaning station
- _____ Cooking area clean
- _____ Cooking fuels properly stored/turned off
- _____ Garbage/Litter in proper containers
- _____ Wood tools properly stored with stored
- _____ Menu/Duty Roster
- _____ Patrol Duty Roster(s) displayed
- _____ Patrol Menus displayed
- _____ Camporee schedule/info displayed
- _____ Troop Gateway Troop Organization
- _____ Troop is organized into patrols of 6 – 8
- _____ A PLC meeting held Friday night to plan Saturday activities

Note

Scoring **10** points per each item.

Commonly Asked Questions

If you've never been to a Camp-o-ree, this summary will be useful to you. New campers are certainly welcome! We're glad you're considering coming to the 2012 Brooklyn Council Camp- o-ree!

What is a Camp-o-ree?

A Camp-o-ree is a camping event with youth from many Troops or Crews. Each youth camps with its Troop or Crew and competes in different events using their scout skills, but joins together for flag ceremonies and campfire.

What is a Cracker Barrel?

The Cracker Barrel is a meeting of the leaders from each Troop/Crew especially Scoutmasters and Senior Patrol Leaders--that is held the Friday evening of Camp-o-ree. Updated Camp-o-ree information and questions will be answered. Please share this information with your unit.

How does the competition work?

Scouts should be prepared to participate as a unit. Troops or crews with few members can be combined into competition units, but they must notify the directors so the scoring is adjusted. Each Unit will be asked to participate in each of the stations set up along the camp-o-ree field. They are not required to visit each station in a specific order, but they are required to complete the station before moving on to the next one. If another unit is engaged in a station, please try to be respectful and wait your turn or move on to another station.

When do we check in?

Check in is Friday night between 7:15 and 9:00 PM or Saturday morning until 8:30 am.

Do we have to camp?

No. We recommend that boys camp at least one night to learn about scout camping, but it is not required. The fee however is the same for all participants. It should be noted that any units that wish to leave Saturday night may do so, but please notify the Directors ahead of time so that we can check out your unit. Please note, if your unit chooses to reserve their own campsite, separate from the Camp-o-ree field, they fee for the site will be the responsibility of the unit, and the camp-o-ree fee remains the same.

How do we handle food?

Each Unit brings its own food. Your gear won't need to be carried very far. You may need to make several trips if you're not set up for backpacking. You may use hand-trucks, carts, etc. for transporting gear.

Further Questions? If you have other questions, please ask.