

# YUCCA COUNCIL WAPAHA DISTRICT



2017

FALL CAMPOREE  
THE BEAR NECCSITIES!  
Camp Pioneer



# BOY SCOUTS OF AMERICA®

## YUCCA COUNCIL

SUBJ: Yucca Council, Boy Scouts of America 2017 Fall Camporee Leader's Guide

1. **PURPOSE:** The theme for the 2017 Fall Camporee is Sustaining Scouting and will be held at Camp Pioneer October 13-15. The Purpose is to promote Scouting, cooperation, fitness and provide opportunities to display Scoutsmanship.
2. **SCOPE:** The Scope of this Leader's Guide applies to all Boy Scout, Scout Leaders and volunteers attending the 2017 Fall Camporee.
3. **RESPONSIBILITIES:**
  - a. **Boy Scouts:** Boy Scouts will sign up for the 2017 Fall Camporee Yucca Council office through their Troops. All Scouts must exercise the Outdoor Code and Leave No Trace principles during all times while at Camp Pioneer October 13-15. Have a **POSITIVE** Attitude, pay attention, be safe and have a good time! **AND HYDRATE!**
    - (1) Camporee Scoutmaster will be the Senior Patrol Leader for Troop 14, Wapaha District
    - (2) Campmaster for the Camporee will be the Assistance Senior Patrol leader for Troop 14, Wapaha District
    - (3) Sr. Patrol Leader (or Patrol leader for small Troops): Responsible for managing Troop and Scouts, to include registration (NOTE: An Adult Scout leader must accompany you for registration to submit Medical forms), ensuring Scouts are in uniform, ensuring Scouts complying with all requirements for Honor Patrol Competition. Responsible for ensuring an adult Scout leader from your Troop attends the Scoutmaster/Sr. Patrol Leader meeting(s).
  - b. **Adult Leaders:** Adult leaders are responsible for ensuring Boy Scouts are signed up by the deadline, have transportation and show up on time for the event. Interested Leaders may volunteer to assist at each station.
  - c. **Boy Scout Troops/Venture Crews:** Each Troop/Crew is responsible to submit registrations to the Yucca Council Office. Each Troop/Crew is responsible for providing their own meals and water for this event. Each Troop MUST have a Community Service Project for Camp Pioneer Campsite i.e. trash pickup along trail, campsites, etc. Each Troop/Crew is responsible for submitting an entry into the Dutch Oven Competition. Each Troop/Crew must participate in the Honor Troop Competition.
  - d. **Volunteers:** Volunteers must be registered with the Yucca Council, BSA or signed up as an Event Merit Badge Councilor. All Adults must be current on BSA Youth Protection Training available online at:  
<http://www.scouting.org/Training/YouthProtection/BoyScout.aspx>
  - e. **All Participants:** All participants should report any unsafe, injured or unaccounted campers immediately to the Camporee Scoutmaster located at the Camporee Headquarters Camp Lodge or on FRS Channel 1. Safe Scouting guidelines are available online at:  
<http://www.scouting.org/filestore/pdf/34416.pdf>



#### 4. REQUIREMENTS:

- a. Fees: Registration Fees are \$12.00 for Scouts. Scouters, adult volunteers and staff and are \$10.00 non-refundable. All Adult Volunteers (moms, dads, etc.) NOT registered with the BSA MUST complete BSA Youth Protection Training.
- b. Medical Examination and Forms: Every Scout and leader must have a current medical form. Forms may be downloaded at: [http://www.scouting.org/filestore/HealthSafety/pdf/680-001\\_ABC.pdf](http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf)
- c. Uniforms: All Scouts and Scout Leaders will be in Class B uniform for Scoutcraft events and Class A uniform for Campfire.
- d. Camping Equipment: Troops and individual Scouts are responsible for providing their own meals, water and camping equipment for the period of the Fall Camporee.
- e. Scoutcraft events:
  - a. Blindfold Knot Tying: Each member of a patrol will be blindfolded, and the patrol will be asked to tie six different knots: square knot, bowline, timber-hitch, two half hitches, clove hitch, and taut line hitch.
  - b. Fire Building: Each patrol will start the fire using a fire-starting kit, no matches or lighter are aloud, there are two poles driven into the ground. There will be two strings tied between the poles, one at 8 inches, the other at 12 inches off the ground.
  - c. Bucket Brigade Obstacle Course: Each patrol must fill a bucket by carrying water buckets over the obstacle course. There will be five Scouts per patrol, if the patrol wants to have more Scouts, there will be a 30 second penalty for each additional Scout. Scouts can be placed at various points along the obstacle course so they do not have to carry the bucket over the wall and so on.
  - d. Tripod Building: Each patrol must build a tripod by using 3-eight foot poles as the legs and 3-six foot poles as the crossbeams.
  - e. Rapids Crossing: Two sides of a river will be marked using rope, the sides will be approximately 35 feet apart. There will be piles of sandbags (rocks) spaced approximately 7 feet from each other. Each Patrol will consist of five Scouts. They will be given an eight-foot-long 2x4 to use as a bridge. The goal is to have every Scout make it across the river and back without falling off the bridge or the rocks.
  - f. All Day Scavenger Hunt: At the SPL, we will give the SPL a list of items that each patrol needs to find throughout the day. The SPL will get one list for each patrol he has. The sheet and items will be turned in at the last competition that the patrol goes through during the day. That Event Coordinator will then turn the sheet into the

person running the event. The lists will be made up of enough items that there is only a small chance of a patrol finding everything. The list could be made up of things such as various tumbleweeds, rocks, certain weeds, etc. Patrols will be given a bag to carry the items in. Bonus points will be awarded for extra questions on the Scavenger Hunt Score Card. Patrols are encouraged to look for items in-route from one event to the next.



f. Honor Patrol: Honor Patrol Points will be awarded for the following events.

- (1) Scoutmaster/Sr. Patrol Leader meeting attendance
- (2) Flag Ceremony attendance
- (3) Scouts in appropriate Class B uniform for events and Class A for Campfire
- (4) Scoutcraft Competition Participation
- (5) Dutch Oven Competition Participation
- (6) Campfire Attendance
- (7) Campfire Skit Participation

5. REGISTRATION: ALL registrations must be received 10 October 2017. Each Scout must have a current annual health form and an event health certificate.
6. COMMUNICATIONS: The Camp Open Broadcast Channel will be FRS Channel 1; Camporee Internal Communications Channel 2. Troops and Crews may use other channels for internal communications.
7. PROCEDURES: Scout Troops should receive their Registration Packets prior to the day of the event. Prior to the date of the event, each Scout/Venturer, Troop/Crew, Adult Leader, Volunteer must:
  - (1) Provide all registration data, requirements above
  - (2) Each Troop/Crew must identify their Sr Patrol Leader/Patrol Leader/Crew Leader

#### NOTES:

SAFETY is the NUMBER ONE consideration throughout the day. Stay safe, stay alert and stay hydrated!

POC this request is John Conwell, Scoutmaster, Troop 14, Yucca Council, BSA at (915) 249-8565 or [kamikazi@lemoorenet.com](mailto:kamikazi@lemoorenet.com)

Sincerely,

John A. Conwell  
Scoutmaster, Troop 14

cf:  
Commissioner, Yucca Council, Boy Scouts of America; 7601 Lockheed Dr.; El Paso, Texas 79925

## 40 THINGS SCOUTMASTERS SAY

"Ask your patrol leader."	"I am not the quartermaster."
"Well, ask him again."	"I am not the scribe."
"Ask your senior patrol leader."	"I am not the committee chair"
"I don't know."	"I am not... okay you get it."
"Where's your buddy?"	"Because."
"Who is your buddy?"	"I don't answer those questions."
"Do you do that at home?"	"Checking my eyelids for leaks."
"We don't do that here."	"What did you expect?"
"Really? You do that at home?"	"So, that's what happens."
"Stop!"	"It will go better next time."
"Go!"	"Why did you do that?"
"Does that belong to you?"	"Why didn't you do that?"
"What are doing?"	"You did what?"
"You can do it!"	"Find something else to do."
"Don't do that."	"That's funny."
"Over there."	"That's not funny."
"Over here."	"When did that happen?"
"It is not here."	"How did that happen?"
"It's not stolen, it's lost."	"Let's not let that happen again."
"Here it is, right where you left it."	"What happens next?"

[ScoutmasterCG.com](http://ScoutmasterCG.com)

## Events:

**Blindfold Knot Tying:** Each member of a patrol will be blindfolded, and the patrol will be asked to tie six different knots: square knot, bowline, timber-hitch, two half hitches, clove hitch, and taut line hitch. Each Scout will have 30 seconds to tie each knot.

**Scoring:** Event Coordinators will add up the total number of knots tied correctly and then divide by the number of Scouts in the patrol.

\_\_\_\_\_knots/\_\_\_\_\_scout = \_\_\_\_\_ points

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**Fire Building:** Fire Building: Each patrol will start the fire using a fire-starting kit, no matches or lighter are aloud, there are two poles driven into the ground. There will be two strings tied between the poles, one at 8 inches, the other at 12 inches off the ground. This is to be a test of proper fire building, not of how much dryer lint you can pile in. Scouts are encouraged to bring their own fire starting kit. The fire lay cannot go above the lower string at any point or the patrol is disqualified. Once the lower string has been burned through, no additional materials may be placed on the fire. This encourages proper fire building, rather than just putting on tons of leaves.

**Scoring:** Timed event. You have 10 minutes to get the fire started and a total of 15 minutes to burn both string.

10 points fire started

2 points first string

3 points second string

15 points not to excess 15minutes.

(plus 1 point if fire started under 10 minutes

(plus 1 point if both string were burn under 15 minutes.

Total of 17 points

\_\_\_\_\_ fired started time \_\_\_\_\_

\_\_\_\_\_ first string Time \_\_\_\_\_

\_\_\_\_\_ second string time \_\_\_\_\_

\_\_\_\_\_ first string under 15 minutes/ \_\_\_\_\_ second string under 15 minutes

\_\_\_\_\_ total points

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**Bucket Brigade Obstacle Course:** Each patrol must fill a bucket by carrying water buckets over the obstacle course. There will be five Scouts per patrol, if the patrol wants to have more Scouts, there will be a 30 second penalty for each additional Scout. Scouts can be placed at various points along the obstacle course so they do not have to carry the bucket over the wall and so on.

Scout 1, walk or run 10 meter and then low crawl, scout 2, walk or run 10 meter and encounter the 6-foot wall, scout 3, walk or run 5 meter and back crawl, scout 4 walk or run 10 meter fill the bucket, scout 5 secure the bucket and return to the start point.

**Scoring:** Timed Event, 30 second penalty for each Scout over the five-person maximum.

5 minutes= 10 points  
6 minutes= 8 points  
7 minutes= 6 points  
8 minutes= 4 points  
9 minutes= 2 points  
10 minutes=1 points

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**Tripod Building:** Each patrol must build a tripod by using 3-eight foot poles as the legs and 3-six foot poles as the crossbeams. There will be one 12-foot rope which will be used as the top tripod lash, as well as 6-eight foot ropes which will be use to lash the crossbeams. Scouts must follow the Scout Handbook procedures on the correct way to build a tripod. Scouts must take down tripod prior to leaving site.

**Scoring:** Timed Event, with a 15 second penalty for each incorrect knot or lashing. Additional points will be awarded for Tripod standing straight, being able to hold the judge, and for having the center lash tied correctly.

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**Rapids Crossing:** Two sides of a river will be marked using rope, the sides will be approximately 35 feet apart. There will be piles of sandbags (rocks) spaced approximately 7 feet from each other. Each Patrol will consist of five Scouts. They will be given an eight-foot-long 2x4 to use as a bridge. The goal is to have every Scout make it across the river and back without falling off the bridge or the rocks.

**Scoring:** Timed Event, with a 30 second penalty for every time a Scout falls off. There is also a 1 minute Penalty for each Scout under the 5-person minimum in the Patrol. If a Patrol wants to try with more than 5 Scouts, a 1 minute bonus will be given for each Scout over 5.

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**All Day Scavenger Hunt:** At the SPL, we will give the SPL a list of items that each patrol needs to find throughout the day. The SPL will get one list for each patrol he has. The sheet and items will be turned in at the last competition that the patrol goes through during the day. That Event Coordinator will then turn the sheet into the person running the event. The list will be made up of ingredients to make a product. Patrols will be given a bag to carry the items in. Bonus points will be awarded for extra questions on the Scavenger Hunt Score Card. Patrols are encouraged to look for items in route from one event to the next.

**Scoring:** One point per item, some extra credit questions also.