

Preliminary version

Survivor Spring 2006 Camporee Northern Lights District Stearns Scout Camp May 5th, 6th, and 7th



**Survivor
Spring 2006 Camporee
Northern Lights District
Stearns Scout Camp
May 5st, 6^{ht} and 7th**

May 2006

Dear Scouts and Adult Leaders

Your troop is invited to attend the annual Northern Lights District Spring Camporee. This year's theme is "Survivor". Our Camporee dates are May 5th, 6th and 7th at Stearns Scout Camp. This year's theme promotes scout skills, teamwork and a little fun.

This preliminary registration package should help you understand what is happening at the Camporee so you can publicize it to your troop. Activities include patrol sprint competition, and a great campfire, by your own troops.

We need your assistance in staffing the many activities planned for the 20-30 troops and over 350 Scouts and Scouters we plan to have attending. Each troop is asked to volunteer at least 4 Scouters/older scouts who will help run the events. In addition, volunteers will help with contest judging, score keeping, event timing, co-ordinating vespers, and the campfire.

Call Chris Gunn, Camporee Chairman, at 763-742-4811 or e-mail at Chris.Gunn@genmills.com if you need more information, or are interested in serving as one of the activity chairmen or volunteers.

Looking forward to seeing everyone at Stearns Scout Camp!

Survivor Planning Committee

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What's New This Year (and what's old)

Check in

Camporee check in will be at the Landes Training Center. Please have your troop roster completed along with a check. Camping will be in the Woodland Johnson activity area. The road to the camping area is one lane. Volunteers will be directing traffic to help relieve congestion.

Lunch Period

Most activities will be down by the Woodland Johnson activity shelter. To minimize travel time, please prepare to have lunch on the trail.

OA Callouts

OA Callouts will be done at the campfire. Make sure you have the names of scouts and Scouters to be called out to the OA ceremonial team by noon on Saturday. Contact Eric Preus at 763-424-3964 ahead of time to schedule a callout.

Chapel Services

This year we will be having one large chapel service at night, in the campfire amphitheater. All of the troops are invited to the Saturday Evening service, which will lead directly into the campfire. The service on Saturday night is non denominational. Please keep this in mind when planning your attendance.

Setup time

In order to allow volunteers time to work out how to run the events, we are adding additional time from opening flags to the start of the first event. The first event time slot is also being lengthened to allow for working out logistics of the event.

Patrol Spirit Beads

We believe the idea of encouraging patrol spirit is a worthy one. We will again be awarding beads to the patrols based on the event judge's opinion of Patrol Spirit. Past Camporees we allowed 1 blue (1st), 1 red (2nd) and 1 white (3rd) bead per event. Some patrols though this unfair as the same patrols tended to get the 1st place beads in all events. This year, we will again award the same color beads, but if all patrols show great patrol spirit, they can all get a blue bead at every event. (Or, they could not show any spirit and all get a white bead).

Cracker barrel

Please invite Assistant Scout Masters and other important leaders to the cracker barrel Friday night. We want as many people as possible to know what is going on, and have the chance to volunteer to help with the Camporee.

Blank Pages

Blank pages are in this packet so that when the packet is printed two sides, pages that should be torn out and turned in for registration, or posted on a troop bulletin board; do not have anything printed on the back side.

Troop Preparation

This is a heads up on events troops need to prepare for and items they should bring.

Skills:

The following scout skills will be used throughout the day.

- Orienteering**
- First Aid**
- Wilderness Survival**
- Emergency Preparedness**

Equipment

- Compass**
- Scout Handbook**

Campfire:

Each troop should provide either a song or a skit for the campfire. These should be appropriate for all age groups. All songs and skits will be reviewed prior to the campfire. Due to the OA callouts, we will probably not have time for both a song and a skit from each troop.

Lunch:

Lunch is on the trail. Please pack a lunch for all members of each patrol. Please include water or drink to prevent dehydration.

Patrol Flags

Patrols are asked to bring either their Patrol Flag. We are encouraging patrols to also display past events "patrol spirit" beads on their flags.

Patrol Beads

Patrols are encouraged to bring previous patrol spirit beads, on their lanyards, to show their patrol spirit. The beads earned this time can be added to the lanyard.

Scout Advancement

For all scouts going for their Tenderfoot rank, please bring their Scout Handbook.

General

First Aid

First aid should be handled at the troop level. For major first aid issues, the camp master staff can help. However, each troop should be able to take care of minor injuries. Major injuries should be reported to and attended by the staff at Landes Training Center and the Camp Master buildings. Please have proper medical papers for each person if possible.

Uniforms

Scouts should be in Class "A" uniforms upon arrival, at Church services, Flag Ceremonies, Campfire program and when leaving. During the day on Saturday, please have scouts dress in Troop Tee Shirts or other scouting apparel.

Fees

The cost this year is \$7.00. This includes a nifty patch, camp fees, cracker-barrel, all the event supplies. Not too bad for a great weekend.

Patrol Requirements

Each patrol will participate in all events. The patrol is issued an Event card indicating the location and times of each event. Patrols must follow the schedule, or chaos breaks out. Please ask all patrol leaders to follow the schedule. If a patrol finishes an event early, please stay in the vicinity of the event until the appropriate passing time.

Patrols should bring the following:

- A patrol Staff flying the Patrol Flag

Each event chairman will have a supply of Patrol Spirit Beads to hand out to patrols. Patrols showing extreme patrol spirit will receive a Patrol Spirit bead, Lots of patrol spirit a red Patrol Spirit bead, otherwise a white Patrol Spirit bead. Be the patrol with the most blue Patrol Spirit beads at the Campfire to receive special recognition.

- A Song or skit for the campfire.

We have had great campfires in the past. This was due, in most part, to the patrols having songs and skits at the ready. Let's keep up the tradition and have another great campfire.

- Lunch

Each patrol must bring lunch for all members. Eat your lunch at the event you have just finished right before lunch. Water is not available in the Camporee events area, so you must provide liquids to drink as part of lunch.

- Event Station Supplies

Scout Handbook, Compass, Patrol Flag, Patrol Yell, and Water for drinking.

- Your sense of Humor, Scouting Skills, and a smile.

Survivor

Scout Activities, Saturday, May 6th

The Scout Activities consist of stations that patrols rotate through during the course of the day. The patrols move from station to station in an assigned sequence with a “shotgun” start. These stations include Scouting Skills, advancement activities, and some just plain fun events. The activities run from 8:50 am to 3:30 p.m. with a ½ hour lunch break. Lunch consists of a trail lunch that the patrols bring with them. Each activity is 25 minutes long with 5 minutes to travel between stations.

There will be multiple opportunities at each station to allow all scouts to attend. (Of course this assumes each troop provides their 4 Scouts or Scouters).

Each patrol needs to carry supplies for the events. See the list of patrol requirements on page 6. Patrols should be ready to give their patrol yell at any time to show Scout Spirit and win patrol spirit beads.

A preliminary description of the Scout Stations, how they may be scored, and advancement opportunities for each is listed on the following pages. Patrols will be judged on completing the objective, patrol involvement, and cleanup for each activity

<p>1. Fire</p> <p>You are trapped in the wilderness. Your matches are gone. Demonstrate the three different ways of starting a fire without matches.</p> <p>Advancement: Wilderness Survival requirement 6</p>	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; vertical-align: top; padding: 5px;">2.Shelter</td> <td style="width: 50%; vertical-align: top; padding: 5px;">Ribbon event</td> </tr> <tr> <td style="padding: 5px;"> <p>Lost, your patrol needs to create a shelter for the night. With limited materials show that you can find and improvise a natural shelter minimizing the damage to the environment</p> <p>Scoring: For each race, 10 points for 1st, 7 points for 2nd, 5 point for 3rd and 3 points for 4th.</p> <p>Advancement: Wilderness Survival requirement 8</p> </td> <td style="padding: 5px;"></td> </tr> </table>	2.Shelter	Ribbon event	<p>Lost, your patrol needs to create a shelter for the night. With limited materials show that you can find and improvise a natural shelter minimizing the damage to the environment</p> <p>Scoring: For each race, 10 points for 1st, 7 points for 2nd, 5 point for 3rd and 3 points for 4th.</p> <p>Advancement: Wilderness Survival requirement 8</p>	
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3. Water

Ribbon event

Your patrol is lost. You have no water. Know the ways to treat water found in the outdoors to prepare it for drinking.

One method is to sterilize water by boiling it. With the materials around you, you will need to build a fire quickly, bring the water to a boil

Scoring – Timing

Advancement –
Wilderness Survival requirement 11

4. Food

A good thing your patrol is prepared. Before leaving your Senior patrol leader made up a personal survival kit. Have one created and explain how each item is useful.

Having limited food your patrol must be careful about what it eats. Know why it is not wise to eat edible wild plants or wildlife in a wilderness survival situation.

Scoring: No Scoring is done

5. First Aid

Your patrol is falling apart. Several members are experiencing injuries and illness. You need to identify each injury and or illness and demonstrate how treat each case.

Be prepared to know what first aid is needed for

- Hypothermia
- Heat Stroke
- Heat exhaustion
- Frostbite
- Dehydration
- Sunburn
- Stings
- Tick bites
- Snakebite
- Blisters

Advancement:
Wilderness Survival requirement 1

6. Positive Mental Attitude

A good mental attitude is essential to surviving. You will need to describe the priorities for survival in backcountry or wilderness location. Be aware of ways to avoid panic and maintain high morale when lost while eating a wonderful Dutch oven cobbler.

Advancement:
Wilderness survival requirement 2 and 3

7. Signaling

Your lost patrol needs to communicate with the outside world. There are five international ground to air signals. Demonstrate them and explain what they mean.

Other than those signals your patrol will need to attract attention when lost. Think of creative ways to attract attention so your lost patrol can be found

The senior patrol leader asks members of the patrol what time it is, only to discover no one has a watch.

Discuss methods of finding out what time it is and who close it is to sun down. Build a sun dial to determine what time it is.

Advancement:

Wilderness survival requirement 7

8. Navigation

Compass game- One hundred feet of rope and several pre printed cards to help establish orienteering skills

Scoring - No scoring, just have fun

9. Tent Relay

Ribbon event

Your patrol needs to demonstrate how good they are in setting up and packing up a tent. This event will be a race against time.

A patrol will have a tent properly stored in a bag. The patrol must completely and successfully set up a tent, then take it down and store it back in the bag.

Scoring: Timing

10. Drills

Your lost patrol encounters some dangerous situations. Be prepared to practice drills for

- Bad Weather
- Fire
- Lost Scout
- Medical Emergency

Scoring

This is not a ribbon event

11. Game

Scoring - No scoring,

12. Game

Volunteers Needed

Thanks to the following troops / Scouters for volunteering to lead these events

	Name	Description	Troop
1	Fire		
2	Shelter		
3	Water		
4	Food		
5	First Aid		
6	Positive Attitude		
7	Signaling		
8	Navigation		
9	Tent Relay		
10	Emergency Drills		
11	Game		
12	Game		

Campfire

Need a troop for building the campfire, and most importantly, putting it out!

Campfire Planner

Need an Adult Scouter to oversee the campfire planning and make sure all skits and songs are appropriate for Scouts

Campfire MC's

Need two to four scouts who like to perform in front on an audience. Meet at 4:00 at Landes Training Center to review skits by troops and plan Camporee.

Chaplain's Aides

Need four to six scouts to help planning and presenting the non-denominational church service in the evening. Also need one adult to oversee the chapel service and give the message. Meet at 4:30 at Landis Training Center for planning

Flag Ceremony

Need two sets of two scouts in full dress uniform to raise and lower the flags.

Supplies

Craig Lewis is our Quarter Master for the weekend. Thanks in advance for the great food.

These are just the people I know about before hand. I know there are many of you that will help as the Camporee gets going. Thanks in advance for your hard work. Our goal is 100% for the Scouts and we can only pull it off with all your help.

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Event Schedule

Friday:

5:30-8:00 p.m. Check in at Landes Training Center, Stearns Scout Camp
9:30 p.m. Cracker-barrel for SPL and all adult Scouters – Landes Training Center
11:00 p.m. Lights Out - Have a restful night

Saturday:

5:24 a.m. Sunrise
7:00 a.m. Reveille
7:00 - 8:30 Breakfast at your site
8:30 Assemble at Flag Pole for opening flag ceremony
8:30-8:40 Opening Flag Ceremony
8:50-12:00 First Round of Events - Use Patrol Card for sequence
12:00-12:30 Lunch - On the trail (30 minute break)
12:30-3:30 Second Round of Events (For scouts)
3:30-6:00 Troop Time – Tenderfoot Physical Fitness requirements
4:00 Campfire planning – Each troop to send one representative to Diamond Lake Shelter with Skit or song
4:30 Chaplain's Aide Meeting – Troop Chaplain's Aides to meet at Diamond Lake Shelter for chapel service planning
6:00 Dinner in your site
7:45 Colors Retired at Johnson activity shelter - Troop Attendance is optional
8:00 Non Denominational Chapel Service - Hosted by Chaplains Aides
8:08 Sunset
8:30-9:30 Campfire – Fire ring and amphitheater in northeast corner of ?
OA Callouts
Patrol Songs
Patrol Skits
11:00 Lights Out

Sunday:

7:00 a.m. Reveille
7:00-8:30 Breakfast
9:00 Closing Flag Formation and awards
9:30 Break Camp and Head home
12:00 Camp Closed - See you in the fall at Rum River

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Registration – Spring Camporee 2006

Troop _____ Scoutmaster _____

Senior Patrol Leader _____ Number of Patrols _____

Scouts:

1 _____	2 _____	3 _____
4 _____	5 _____	6 _____
7 _____	8 _____	9 _____
10 _____	11 _____	12 _____
13 _____	14 _____	15 _____
16 _____	17 _____	18 _____
19 _____	20 _____	21 _____
22 _____	23 _____	24 _____
25 _____	26 _____	27 _____
28 _____	27 _____	30 _____
31 _____	32 _____	33 _____

Adults

1 _____	2 _____	3 _____
4 _____	5 _____	6 _____
7 _____	8 _____	9 _____

Total Participants _____	Payment Method _____	Troop Check _____
Less PrePaid _____		Personal Check _____
Late Registrants _____		Cash _____
Registration Fee _____ x 7.00		
Total Paid Today _____		

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Camporee Policies

Please post on Troop Bulletin Board

The following rules were made to help us have a successful and safe camping experience. It is the responsibility of the adult in charge to see that their Scouts know and understand these rules. Anyone caught violating these rules maybe asked to leave camp.

- Vehicles** Speed limit is 15 mph.
No passengers in the back of an open truck or trailer, Vehicles limited to main roads or parking areas only. Please, no parking in campsites. Vehicles in campsites can deduct points from the troop's campsite inspection form.
- Fires** Campfires are allowed in designated spots.
Please conserve our campsites by not creating new spots.
- NO FIRES MAY BE LEFT UNATTENDED - CAMP RULE.
NO FIRES OUTSIDE OF FIRE RINGS**
- All liquid fuels and propane must be used under adult Supervision.
- Firearms** Firearms, explosives, and fireworks are prohibited.
- Conservation** Please conserve our natural resources.
No digging, trenching, or raking is allowed.
- ABSOLUTELY** no cutting of brush or standing timber is allowed. A minimum of \$1.00 per foot up to the maximum value of the tree will be assessed for cutting timber.
- Adults in Camp** A responsible adult (age 21 or older) must be in camp at all times. You are responsible for your Scouts
- Camouflage** **Camouflage pants; shirts, and jackets and/or toy weaponry are not allowed. This includes Adult Scouters.**
- Knives** NO straight bladed knives are allowed.

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Lights out Scouts are not allowed out of their site after lights out except to and from the latrine.

ALL QUIET PLEASE

Scouters are asked to bring roaming Scouts to the staff headquarters.

Radios No radios, stereos, tape players, headsets, etc. are allowed.

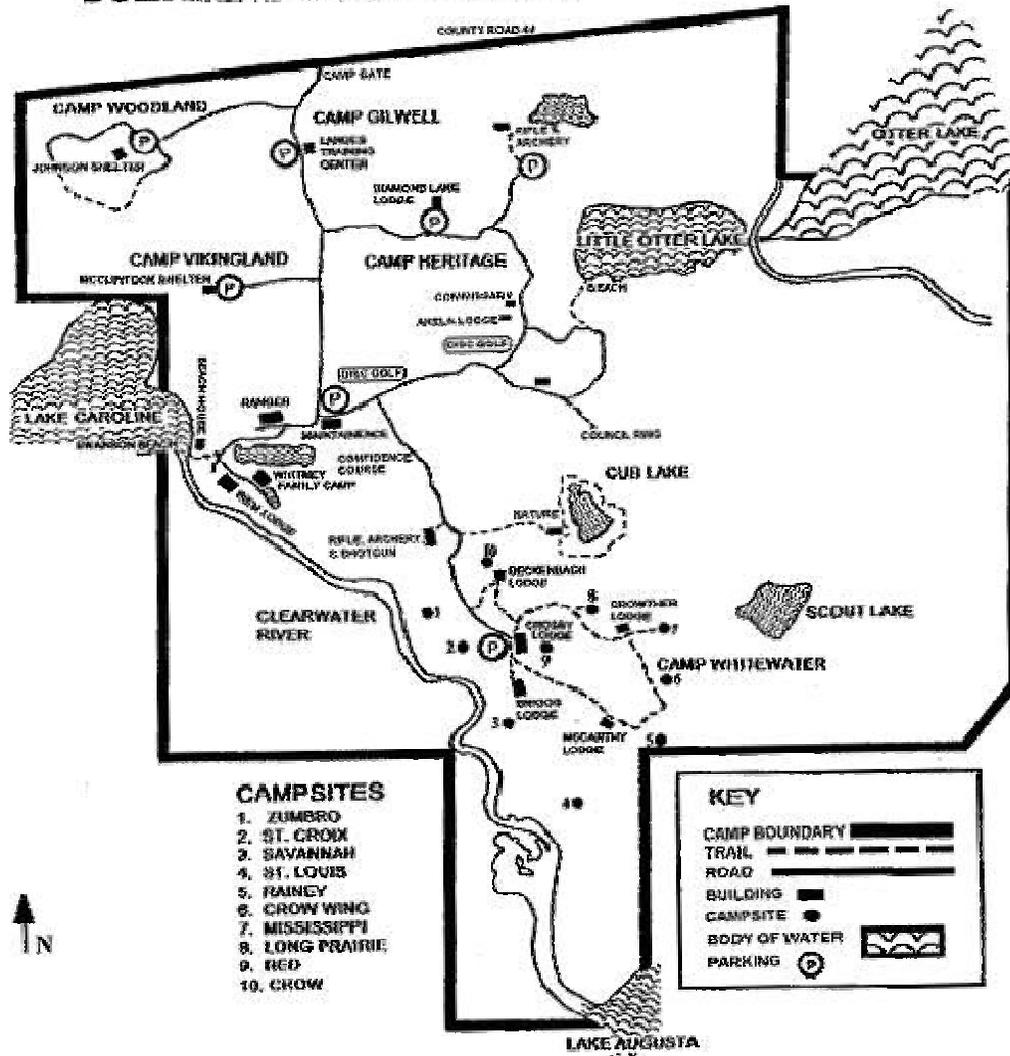
Swimming Any Scout caught swimming or wading in the river or lake will be asked to leave the camp.

Property Any person caught stealing or causing damage to automobiles, Scout Camp property, or Scout Troop property will be turned over to the proper authorities. REMEMBER WE ARE SCOUTS.

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Stearns Scout Camp – Please mark your Campsite and post on your Troop Bulletin Board

STEARNS SCOUT CAMP



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Northern Lights District Spring 2006 Camporee Evaluation

Unit # _____

Please have the SPL and ASPL fill out

- 1). What did you like best about this Camporee and why? (Events, Campfire, Chapel etc).
- 2). What did you like the least and why?
- 3). What things do you think could have been done differently to improve this Camporee?
- 4). Which event did you like the best and why?
- 5). Which event did you like the least and why?
- 6). How were the campfires, skits, songs, length, location?
- 7). What would you like to do next time for events?

(Turn Over)

- 8). Overall, on a scale of 1 to 10 (1 low and 10 super), how was this Camporee?

- 9). What can we do to get more Scout Involvement in planning the Camporee and running the events?

Please Rank the Events from 1 to 10 with 1 being the lowest (never do that again) and 10 being the best (Everyone learned a lot and had a great time). Remember, we are here to learn as well as have a great time. (Lunch does not count)

Rank	Name	Description
	Fire	
	Shelter	
	Water	
	Food	
	First Aid	
	Positive Attitude	
	Signaling	
	Navigation	
	Tent Relay	
	Emergency Drills	
	Game	
	Game	

Thank you - Please turn this in Sunday morning at Flag Raising

Northern Lights District
Spring 2006 Camporee Evaluation

Unit # _____

Please have the Adult Leaders fill out

- 1). What did you like best about this Camporee and why?
- 2). What did you like the least and why?
- 3). What things do you think could have been done differently to improve this Camporee or improve the organization?
- 4). Were you given enough information to come to this Camporee prepared? To prepare your scouts? If not, what should we do different in the future?
- 5). What could the staff have done during this weekend to help you better?
- 6). Any ideas for future themes?
- 7). What would you like to do next time for events?
- 8). Overall, on a scale of 1 to 10 (1 low and 10 super), how was this Camporee?

10). Anyone in your troop that would like to work on planning a Camporee? Please write down the name, Phone, and E Mail address.

Please Rank the Events from 1 to 10 with 1 being the lowest (never do that again) and 10 being the best (Everyone learned a lot and had a great time). Please try to gauge the usefulness of the events in your overall troop program.

Rank	Name	Description
	Fire	
	Shelter	
	Water	
	Food	
	First Aid	
	Positive Attitude	
	Signaling	
	Navigation	
	Tent Relay	
	Emergency Drills	
	Game	
	Game	

Thank you - Please turn this in Sunday morning at Flag Raising