

2007 Fall Camporee Troop Guide for Selecting, Developing and Executing the Event Station.

One of the primary goals of this year's camporee is to turn the selection, planning and presentation of the Event Stations over to experienced scouts. We are confident that with guidance, the scouts of the Northern Lights district are capable of performing in outstanding ways. Our mission as scouters includes the charge to train our scouts to become tomorrow's leaders. Therefore, it is up to us to promote the concept of 'Boy Lead' events whenever possible. The Guide that follows is intended as a resource to help you accomplish this task with your experienced scouts.

Share your ideas

No doubt, many of you have ideas showing boys how to lead, and are experienced at 'stepping back' and letting your experienced scouts run with a program. If you have anything you would like to see in future guides along this line, please forward those ideas to Dave Braun, Northern Lights Activity Chair, email dave@braunprinting.com or cell phone 612-237-0904. Your suggestions would be most welcome!

Who is an 'Experienced Scout'?

For the sake of guidance only, an experienced scout is one who has attained the rank of Star. Even though the goal of scouting is that every boy becomes a First Class Scout, by becoming Star, a boy has had time to act as a First Class Scout and probably has held positions of leadership in the troop. He has already worked with other scouts in promoting his ideas in a respectful way, and has had a chance to both fail and succeed in leadership. He probably is in the Senior Patrol, has been exposed to Order of the Arrow, and is one of the scouts your younger scouts look up to. This is a guideline only, you know your scouts best.

Theme 'Keeper of the Flame' *Know it • Do it • Teach it.*

Our theme for 2007 encompasses the traditions and skills of scouting, and the realization that when scouts start out they first have to be exposed to and taught their skills. After they've been shown, they learn to use the skill in day-to-day scout experiences. At some point in the future they're asked to show them to a less experienced scout, and they become the teachers, preserving the flame of scouting for future generations. Perhaps the scouts even discover that in teaching the skill they learn the skill to a degree they didn't realize was possible.

Your role

You will need to be present during the planning process to help keep the process moving and to step in if there is a problem. If you do need to step in, try to disengage quickly and let the meeting revert back to being boy run. You may wish to show this write-up to your event leader(s), who may or may not be your SPL. Perhaps he will appoint someone from the Senior Patrol to handle this task. In any case, make your expectations clearly known to your boy leader, and make sure he is able to articulate the expectations to the group at the start of the meeting. Choose a selection style (noted below) with your boy leader, and turn the group loose!

Event Topics

Below are the topics selected for this year's Fall Camporee. The topics are not etched in stone. Since our Theme is 'Keeper of the Flame' any scouting related event topic is

Events
First Aid
Citizenship
Personal Fitness
Map and Compass
Scout Spirit, History and Tradition
Campfire Entertainment
Order of the Arrow
American Flag Etiquette
Knife, Ax and Saw
Fires, Stoves and Cooking Utensils
Conservation
Scout Recruiter Award

available for presentation. You just need to clear your topic with the camporee staff in prior to the camporee. However, we wanted to give you a leg up in discussing this with your troop so we created the list of 12 event stations you see here. Each event should be presentable in about 25 minutes.

The events should have a heavy component of active participation by the less experienced scouts who are traveling from station to station. Remember, in studies done by educational institutions, learning by listening ranks below learning by seeing, which ranks below learning by doing in effectiveness.

Methods of Presenting Event Topics

There are three basic ways to make a selection in a group setting. None of them are more valid than any other method, but each does have varying degrees of 'buy-in' for the group. The first is *dictatorial*. The leader looks over the options and makes his selection. It then becomes his task to create the needed buy-in so he doesn't have to shoulder the entire burden of planning and executing the station. The second method is *democratic*. The leader forms a study group, they examine and discuss the options. Usually a champion for each of the worthy options is selected, and that person campaigns for that option. Finally a vote is taken, with all members agreeing to support the majority rule. The final method is *consensual*. The leader forms a study group, they examine and

discuss the options. No specific champions are needed, as the discussion will ebb and flow until the obvious outcomes rise to the top, and less fruitful ones are discarded. Finally a choice is agreed to by all present. This method consumes the most time but usually guarantees the best buy-in of the participants.

Let's say that as a result of your process, your troop is going to offer an event on Citizenship.

Event Development– First Meeting

Once the topic is selected, a general outline of the specifics should be created. Logical breaks in the outline should be assigned to various members of the group with clear expectations of what they should be developing. It is best if three to five major ideas can be conveyed in a short amount of time to the event participants.

Perhaps the outline that comes out of the discussion is

- 1) Voting is a sacred duty
- 2) Being a good citizen has other attributes besides obvious political ones
- 3) A particular political leader's or historical figure's comments about citizenship
- 4) What event participants can do to further their own good citizenship

Discussion then follows on what the troop might need in way of supplies to present their topic. In this case, the troop may decide they need the American Flag at their station, a table, a picture of the political or historical leader they wish to highlight, a tarp for weather and shade, and a set of forms which event participants may use to commit to further their good citizenship. They expect participants to have a pencil for each scout.

Reporting back to the Camporee Staff

A general description of the event, and the things the troop expects event participants (by patrol) to bring should now be submitted to the Camporee Staff for publication on-line and in the camporee manual. The Camporee Staff reviews the topic to make sure it is still available, and OKs the choice.

Budgeting

It turns out that the planners believe that their budget for the event will be minimal, so they decide that they don't have to raise money. They create a budget which shows some minor copying expense for the commitment forms, a color copy of a painting of the historical leader, and some plexiglass from the hardware store in case of rain. These things are itemized on a piece of notebook paper and given to the troop committee chair.

The boy leader then allows group members to choose what they want to cover, and adjourns the meeting with a clear date when they will reconvene to finish the process.

Event Development– Second Meeting

Upon reconvening the group members show that they have been busy. Each reports on what they have discovered, and would like to present. The scout responsible for voting has found a sample ballot of a previous election which city hall happened to have on hand. He has talked to his father and mother about their experiences in making important voting decisions, and has decided that it would be good to have a role playing experience between the event participants, with himself playing a father talking to his soon to be voting son. In practicing the role-play, the group jots down quite a few surprising comments and questions they think might be tossed out by event participants and try to come up with answers for each.

The member who was responsible for other areas of good citizenship was going to concentrate on conservation, but he realizes that another event is covering this topic, so he has selected an alternate, that of being an involved volunteer. He knows that his scoutmaster spends a significant amount of time working with the troop, and he wants to convey to the event participants that being a good citizen can also mean volunteering to make society better. He plans to conduct a Q&A with the participants about what they can do to be better volunteers.

The member who researched political figures selected Thomas Jefferson and in a strange twist of thought, Robert Baden-Powell, founder of the scouting movement. The group felt that it was an easier ‘sell’ to emphasize Thomas Jefferson and his quotes. The interactive part of the presentation will be a memorizing game of a Jefferson quote.

The self-evaluation portion was presented as a form with specific questions requiring some thought, and not just yes-no answers. It was decided that the event participants would keep the forms as a reminder of their decisions.

Rehearsal

The group rehearses the event. The first run through takes over an hour! But subsequent practices get the time down to the required 25 minutes, including the introduction, the spirit bead award, and the directions to the next station. Several run throughs are required to make sure that enough presenters are cross-trained so that giving the event five times in the morning, and six times in the afternoon doesn’t become stale.