

**Spring 2008 Camporee
Northern Lights District
Stearns Scout Camp
May 16th, 17th and 18th**

Mission Impossible

A Camporee Under the Cover of Darkness

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April 2008

Dear Scouts and Adult Leaders

Your troop is invited to attend the annual Northern Lights District Spring Camporee. This year's theme is "Mission Impossible". Our Camporee dates are May 16th to 18th at Stearns Scout Camp. This year's theme has been successfully implemented in several districts nationwide, and in our own district in the past. It is a 'Night Camporee' where the events take place Friday night under the cover of darkness. It is meant to be run by adults and older scouts, with younger scouts (and older scouts who choose to) participate in the exciting event stations. As such, we are taking a break from our 'boy planned and run' events of the recent past. Have fun with this theme and enjoy the weekend.

This registration package should help you understand what is happening at the Camporee so you can help your experienced scouts and camping committee decide if they wish to attend. We are asking units which are able to provide adult or older scout support for an event to let us know, and to plan the specifics of how they want to run their event. Other activities include patrol sprint competition, a campfire and many other fun, challenging activities.

In addition to helping your experienced scouts plan their station, we need your assistance in helping with campsite judging, contest judging, score keeping, event timing, and co-ordinating vespers. We also need you to provide one adult to stay with your experienced scouts at their station, and adults who will lurk in the background with your younger scouts as they travel through the event stations.

Call Greg Fackler District 2008 Spring Camporee Chairman, at 763-531-2177 or e-mail at gjjcf2001@comcast.net if you need more information, or are interested in serving as a volunteer in any capacity.

Looking forward to seeing everyone at StearnsScout Camp!

Mission Impossible Camporee Planning Committee

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General

First Aid

All troops are responsible for minor First Aid for their troop members. Major injuries should be reported to and attended by the staff at Diamond Lake Lodge. Please have proper medical papers for each person if possible.

Uniforms

Scouts should be in Full Field uniforms upon arrival, at Church services, Flag Ceremonies, Campfire program and when leaving. During the night events on Friday and the day on Saturday, please have Scouts dress in Troop Activity uniform (troop t-shirts or other scouting apparel). Remember, uniforms also count a long way toward patrol spirit competitions.

Fees

The cost this year is \$8.00. This includes a nifty patch, camp fees, Jaws of Death Dinner and other refreshments, supplies etc. Not too bad for a great weekend.

Jaws of Death Dinner Period

Friday Dinner is a large-scale affair near Diamond Lake Shelter. We will be providing a hot meal with other snack items and a drink. Bringing field eating kits including a cup will save on paper and waste! Water is available at standard Camp water sites. Patrols may want to bring something extra to drink for the events.

Campfires

We will have to play it by ear if there is a ban on campfires. However, please make sure they are in a fire ring, not on the ground. Also, keep them small. It still is really dry out there!

Campsite Inspections:

Campsite inspections are mandatory this year. There will be three prizes for the 1st, 2nd and 3rd place troops. Campsite judges are also needed. These can be adult scouters or older (16+) Scouts. This is an excellent way to explore the camp and see how other troops operate.

Chapel Services

There is a single chapel service at 7:00 pm in the campfire ring. Last fall, the entire service was led and coordinated by Chaplain's Aides. We hope this is possible this spring. Please ask your Chaplains Aides to see Bea Murphy to sign up. You can contact Bea at 763-533-2610 or Bea_Murphy@hotmail.com. Be sure to put "Chapel Service" in the subject so she doesn't delete it as spam!

Setup Time

In order for our experienced scouts to have ample time to setup coordinate each event station, the first event period is 10 minutes longer. Use that time to iron out kinks in the event, become familiar with scoring and other logistics. Also, those manning an event will want to be at their event site prior to the start, which is right after Friday Night's flag ceremony. Another adult should be present to lead the patrols to the area they start their first event. Make sure you know where the event after your station is, to direct the patrols to their next 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. This year, it is possible for all patrols in an event time slot to earn all blue (1st place) beads. Also available to the judges are Red (2nd Place) beads for those patrols that do not work well together, and white (3rd Place) beads if there is no patrol spirit at all.

Cracker barrel

The Cracker Barrel will be food-less because of the Jaws of Death Dinner later in the event stage. Please invite your Assistant Scout Masters, Senior Patrol Leader, and Assistant Senior Patrol Leader to the pre-Camporee meeting. This is an important time for discussing the Mission Impossible (and the rest of the weekend's) schedule.

Pre-Camporee meeting is at 8:45, Friday Night, just prior to the Flag Ceremony.

Troop Requirements

Here is information that is useful for the entire troop:

Event Selection:

By May 3rd, each troop will register (along with an alternate choice) the event station they choose to plan and execute (from the list provided). Choice of event stations are FIRST COME, FIRST SERVED, and return confirmation/approval must be received. Troops may involve the experienced scouts in the selection, planning and execution of the event. Provide a short description, and list of supplies a patrol should carry with them to your event. Event selection should be made to gjjcf2001@comcast.net, or contact Greg Fackler at 763-531-2177. Don't wait until the last minute.

Pre-registration and Registration:

By April 24th, each troop will pre-register the number of adults and scouts by emailing gjjcf2001@comcast.net

Formal Registration will take place on arrival, with exact counts, names, health forms and funds due at that time. Please don't send your registration fees to the scout office. Bring the fees with you to Stearns Scout Camp that evening.

Campfire:

Each troop should be prepared with at least one skit and optionally one song for use at the Campfire Event Station and the Campfire itself. All skits and songs must be approved by the Campfire MCs before they are used. Please volunteer if you wish to be a Campfire MC. It would be great if the skits and songs revolved around Scouting Lore.

Parking:

This is always a controversial subject. Please move **ALL** vehicles to parking areas. Do not park in campsites. When unloading, please stay on the road, just off onto the shoulder. You may drop a trailer off at the campsite. Please unhook from the tow vehicle and move the tow vehicle to a parking area.

Chapel:

Please see the note in the general section and provide a Chaplain's Aide for the chapel service.

Campsites:

Campsites will be assigned based on pre-registrations. Have a clean and professional campsite available for inspection by our campsite inspectors.

Troop Time:

The Troop Time after the noon flag raising Saturday is an ideal time for advancement, campsite preparation for the inspections, skit and song preparation time, or a troop game time. Please plan accordingly to occupy your Scouts!

Patrol Requirements

Each patrol will participate in all events, except for the scouts involved in producing an event. The patrol will be 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.

Please make sure all Patrol Spirit Beads colors are marked on the patrol card and the card is turned into to the staff at Diamond Lake Lodge by 12:00 noon Saturday.

Patrols must bring the following:

- A patrol Staff flying the Patrol Flag

Each event leader will have a supply of patrol spirit beads to hand out to patrols. Patrols showing extreme patrol spirit will receive a blue bead, a lot of patrol spirit a red bead, otherwise a white bead. Be the patrol with the most blue beads at the closing flag ceremony to receive special recognition.

- A skit and song for the campfire.

Our campfires keep getting better and better. This is due, in most part, to the patrols having songs and skits at the ready. This time, we are incorporating Campfire Entertainment as an event station. Your patrols will have a chance to fine tune their skit or song during the free time on Saturday!

- Your Own Cup
- Toilet Paper
- Lunch

Lunch on Saturday will need to be in your Troop Sites, planned by the Troops.

- Event Station Supplies

As noted in the event sections, and First Aid Kit skills, Scout Handbook, Field Eating Utensils, Patrol Flag, Patrol Yell, Water for drinking.

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

Event Schedule

Friday:

6:00 - 8:00 p.m.	Check in Near Diamond Lake Lodge, Stearns Scout Camp
8:40 p.m.	Sunset
8:45 p.m.	Pre-Camporee meeting for SPL and Scoutmasters – Diamond Lake Lodge
9:00 p.m.	Flag Lowering, Announcements Diamond Lake Lodge
9:00 - 12:00 Midnight	Events
12:00 Midnight	Jaws of Death Dinner near Diamond Lake Lodge
1:00 - 3:00 a.m.	Events
3:15 a.m.	Lights Out, quiet time - Have a restful night

Saturday:

5:44 a.m.	Sunrise
11:00 a.m.	Reveille
12:00 Noon	Flag Raising Ceremony
12:30 - 5:00 p.m.	Troop Free Time
4:00 p.m.	Troop Site Inspections
5:00 - 6:45 p.m.	Dinner at your campsites
6:45 - 7:00 p.m.	Retire the Colors
7:00 - 7:20 p.m.	Worship Service Campfire ring
7:30 - 8:30 p.m.	Campfire and Awards
8:30 p.m.	Optional Departure Time, arrange with Staff at Diamond Lake Lodge
8:41 p.m.	Sunset
11:00 p.m.	Lights Out

Sunday:

5:36 a.m.	Sunrise
7:00 a.m.	Reveille
7:00-8:30 a.m.	Breakfast
9:00 a.m.	Closing Flag Formation, Comments, Thanks
9:30 a.m.	Break Camp and Head home
12:00 noon	Camp Closed - See you in the Fall

Mission Impossible

Scout Activities, Friday, May 16th

The Scout Activities consist of 11 stations that patrols rotate through during the course of the night. 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 9:30 pm to 12:00 midnight, we have an en-mass dinner (Jaws of Death) and continues with events from 1:00 am to 3:00 am. Each activity is 25 minutes long with 5 minutes to travel between stations.

There will be multiple opportunities at each station to allow all 200+ scouts to attend. Troops have the opportunity to provide a mission to their experienced scouts to flesh out the plan, prepare and run a station event. We expect 10 troops to have stepped forward and accept this challenge.

Patrols should be ready to give their patrol yell at any time to show Scout Spirit and win battle ribbons.

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

Summary of Impossible Missions

1. LASER GAUNTLET

This is a game that stresses teamwork and using restricted senses for observation.

DEFENDING TEAM The defending team puts on blindfolds and is given flashlights. Each person is told they have ten shots. They must "light-up" an attacker with their laser (flashlight beam) to disable them. Once they have used all ten shots, they must sit down and turn their flashlight off. They have used all their energy supply and are dead. A shot consists of a single beam of light aimed at a specific target. Sweeping the light across the horizon randomly is not allowed.

ATTACKING TEAM The attacking team must advance slowly without making noise. No running is allowed (safety issue due to darkness & concrete). Their object is to quietly advance until they reach the concrete slab of the picnic shelter. If they are shot with a laser (flashlight beam) they are disabled.

2. BLIND ESCAPE

The Patrol Leader must direct his blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly he can give instructions and how well he can keep his patrol together coaching them through a situation. His patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.

Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. Your patrol leader trips a wire that creates an explosion. He is injured and must be carried by the group, but he still has his sight. The rest of the patrol was temporarily blinded by the blast. You have "x" minutes to escape before the entire area is consumed in fire. The Patrol Leader can see, but must be assisted in walking. He must verbally direct his entire patrol to safety. He can see the obstacles, they can't. He has to describe the obstacle, what they need to do, and coach them through it. Time is limited. The patrol members have all been temporarily blinded by the blast that injured their Patrol Leader. They wear blindfolds. They must move their disabled Patrol Leader through an obstacle course blindfolded following his verbal instructions.

3. STEALTH HIKE

This event is a test your patrol's ability to maintain silence, requiring working together as a team, and controls their behavior.

The Scouts are proceeding down the trail to this event and are met by the stranger who tells them to be quiet. There are enemy agents in the area searching for your patrol. You must get down the trail and to the next event without being detected. No sound, no lights. You must be stealth. The mission is to get to "point B", under the cover of darkness, without being seen or heard. They can't know you're there. If they see you, it is the end.

4. ESPIONAGE ADVENTURE

The evil agent known as the Jackal, has stolen the royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted on the internet.

Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. He has hidden a container with the royal emeralds. There are 7 false containers that contain the most poisonous spider in the world. Once loose, it will kill everyone within seconds. If you choose the correct container you will avert international crises and probably prevent a disastrous war. Patrol members are given the directions to the hidden emeralds. Using a compass and pacing you must find your way to the treasure.

5. STAR TREK

This is a short star hike providing a great opportunity to observe the heavens and learn about nature.

As the patrol approaches this area walking along the dark trail through the dense woods, the Star Gazer appears from behind a large tree to suddenly meet them on the trail. He then asks them to follow him quietly through the woods. As they follow him along the trail, he leads them from the dense woods and into a field where the sky opens up above them filled with millions of stars. He leads them to a large area where they can lay down and stare up at the heavens. The Star Gazer describes what a star is, a galaxy, etc. He points out a few constellations and tells of the stories behind their names.

6. JAWS OF DEATH

This is a light meal served buffet style scheduled midway through the night for everyone to enjoy. It serves a few purposes. First it refuels young bodies. It serves as a midpoint where staff can check everyone's status. First of all, is everyone accounted for? Are there any injuries? Are the events/missions going smoothly?

7. SOLO ENCOUNTER

This event combines two elements, a brief solo experience in the woods at night and a Scoutmaster's Minute. The Scouts are proceeding down the trail to this event and are met by the Magi. He leads them down the trail to the open grassy area where he assembles them for a talk of the beauty and the wonder of nature and about how the dark of night has a special beauty all its own.

He then challenged the boys to maintain a short silent solo experience along a trail. He wants them to spend the time thinking about a question. He also wants them to look around them and listen carefully, observing nature. He asked that they not use any flashlights or make any sound. He assures them there was nothing to be frightened of and no one will bother them.

The Magi can ask the boys to ponder any question. It could be to think about a particular Scout Law, or what the Motto means, or what they have done recently to honor their Oath? "If you could ask God one question, what would it be?" After this talk and a question to ponder, the Magi begin walking down the trail dropping off a Scout about every 25-35 feet. This is where their solo begins. The circular trail eventually takes the Scout back to the beginning. The Magi starts down the trail to collect the boys again returning to the beginning of the trail where they were first assembled for the talk. Take them back down the trail to continue on to their next mission/event.

8. SECRET STRANGER

The evil agent is known as the Jackal. The good agent is known as the Condor. The Patrol will meet both of them one at a time. They must decide which the Condor is and present their computer disk to him/her. They must determine who is who by asking them questions and judging their character by the responses.

You must get information to a secret intelligence unit of the United States government. Your contact is an agent known only as the Condor. You have no information about his/her appearance, nor do you have a code word for identification. The original code word was compromised by enemy agents. It is known that an enemy agent known only as the Jackal is operating in the area and may try to impersonate the Condor to intercept the information on your disk. If your information gets into the wrong hands it could be disastrous for the free world.

9. ENEMY ENCAMPMENT

This event combines some exciting elements, a test of the boys' observation skills, their ability to work together as a team, and their natural desire to run around in the dark desperately trying not to be caught by adults.

The Scouts are proceeding down the trail to this event and are met by Bond. He leads, assembles them and explains their mission. An anti-government organization has set up camp and is believed to be training some rather unsavory individuals in domestic terrorism. Right now most of them are gone on a training mission. There're only a few of them guarding the camp. The mission is to get close enough, under the cover of darkness, to gather intelligence information about the group's camp.

How many tents do they have? How many people are guarding the camp? Are they male or female? How many vehicles do they have? What are the license plate numbers? They can't know you're there. If they see you, it will compromise our entire operation.

10. AGENT RESCUE

This is a quick search & rescue event. The situation is that a plane has gone down. The pilot is a high-level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary.

The pilot is a high-level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. You must find him quickly before someone else does.

11. MYSTERY MISSION

The patrol is met outside "the cabin", briefed on the mission and is given instructions by Mr. Phelps

The cabin has several rooms that are used as a counterfeiting operation. The Patrol must make contact with the counterfeiter and keep him busy in one room while the other Scouts gather evidence from one of the other rooms. They must maneuver him in to different rooms while they search for and gather evidence.

In order to gain entrance they must come up with a cover story. I.e. their car broke down, they're lost, they're census takers, they're selling popcorn, they're with the state lottery, etc. To gather evidence, they must take the camera (no film, just flash) and photograph the entire operation while other patrol members keep the counterfeiter busy. They also need to copy down a code hidden on a piece of equipment that they must locate. Once they have gathered their evidence they take it out to the Mr. Phelps.

Volunteers Needed

Campfire Builders

Thanks in advance to scout troop xxx has volunteering to build, extinguish and clean up Saturday night's campfire

Chaplain's Aides

Need four to six scouts to help planning and presenting the non denominational church service in the evening.

Flag Ceremony

Need two sets of two scouts in Full Field uniform to raise and lower the flags.

Bugler/Trumpeter

Need a bugler to sound taps, reveille and mustering calls.
May be called upon to provide fanfare sounds at campfire and flag ceremonies.

Supplies

Thanks to Craig Lewis and crew for cooking for the Jaws of Death!

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.

Registration

Troop _____ Scoutmaster _____

Campsite _____ Senior Patrol Leader _____

Number of Patrols _____

Scouts:

1 _____	12 _____	23 _____
2 _____	13 _____	24 _____
3 _____	14 _____	25 _____
4 _____	15 _____	26 _____
5 _____	16 _____	27 _____
6 _____	17 _____	28 _____
7 _____	18 _____	29 _____
8 _____	19 _____	30 _____
9 _____	20 _____	31 _____
10 _____	21 _____	32 _____
11 _____	22 _____	33 _____

Adults

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

Total Participants _____		Payment Method _____	Troop Check _____
Registration Fee _____	x8.00		Personal Check _____
Total Paid _____			Cash _____

Camporee Policies

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.
- Knives** NO straight bladed knives are allowed.

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 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.**

Northern Lights District

Fall 2007 Camporee Evaluation

Unit # _____

Please have the SPL and ASPL 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?
- 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). Did you like the campground? Should we use it again for Camporees? Where else could we have a Camporee?

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. (Jaws of Death does not count)

Rank	Name	Description
	Laser Gauntlet	
	Blind Escape	
	Stealth Hike	
	Espionage Adventure	
	Star Trek	
	Solo Encounter	
	Secret Stranger	
	Enemy Encampment	
	Agent Rescue	
	Mystery Mission	

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

Northern Lights District
Fall 2007 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). What is your feeling on campsite judging. Should we do it a) All the time, b) Sometimes, c) Never or d) Other _____
- 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?

9). Anyone in your troop that would like to work on planning a Camporee? Please write down the name and 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
	Laser Gauntlet	
	Blind Escape	
	Stealth Hike	
	Espionage Adventure	
	Star Trek	
	Solo Encounter	
	Secret Stranger	
	Enemy Encampment	
	Agent Rescue	
	Mystery Mission	

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