

**SOUTH TEXAS COUNCIL
BOY SCOUTS OF AMERICA**

**COUNCIL CAMPOREE &
ORDER OF THE ARROW
CALLING-OUT CEREMONY**

APRIL 5-6-7, 2013
JIM WELLS COUNTY FAIR GROUNDS
ALICE, TEXAS

Check-in at CAMPOREE HEADQUARTERS

4:30 P.M. to 9:00 P.M., Friday, APRIL 5, 2013

Campsite Assignment will be given out at the main gate.

SOUTH TEXAS COUNCIL CAMPOREE
APRIL 5-7, 2013

Location:

The **SOUTH TEXAS COUNCIL CAMPOREE** will be held on the grounds of the JIM WELLS COUNTY FAIRGROUNDS, 3001 South Johnson St., Alice, Texas 78322. Campsite assignments will be issued at the main gate when units arrive.

Check-In:

Official check-in will be at the camporee headquarters. Check-in may be done between the hours of 4:30 PM and 9 PM on Friday evening. Troop check-in will be by an Adult Leader and Sr. Patrol Leader.

A completed roster (see attached),

A check for fees should be submitted at this time if the unit did not pay at council office.

PICKUP CAMPOREE PATCHES AND PREORDERED T-SHIRTS AT THIS TIME

Webelos dens are invited to camp and participate at the camporee with a host troop.

Camping Guidelines

Health and Safety:

Water – Each unit needs to bring its own water supply for drinking, cooking, washing, and cleaning for the entire weekend. **There is limited supply of drinkable water at the camporee location.**

Remember at least 2-Deep Leadership and that proper parental permission has been obtained in advance. All state and federal traffic laws, including the wearing of seat belts, will be observed in travel to and from the Camp.

The council will provide an on-site EMT for all medical needs. As with any weekend campout, each unit should be prepared with their own First Aid and Medical requirements.

COOKING-Each unit needs to bring their own propane stoves for cooking all meals. **WITH THE EXTREME DROUGHT NO GROUND FIRES OR BBQ PITS ARE ALLOWED.**

Vehicles will be allowed in the campsites for unloading at arrival or for loading prior to departure only. All vehicles should be parked in the designated parking lot. Driving in camp should be limited to emergency needs only. No Scouts or Scouters will be allowed to ride in open back vehicles, such as truck beds, **NO EXCEPTIONS!**

Camping:

Troops will be assigned to Campsites. All Scouts will be expected to maintain camping courtesies throughout the period of camp. Please respect Troop boundaries.

Camping will be by Troop and Patrol method. Units will furnish their own tents, water cans, propane stoves and other camping equipment, and **FOOD.THE COUNCIL WILL NOT BE SELLING MEALS.** Troops will prepare meals in the campsites.

The Outdoor Code will be in order. No cutting of live trees or shrubs. Units need to bring propane stoves for cooking.

No firearms, fireworks or alcoholic beverages will be permitted. Anyone found to be in violation of the policy will be subject to expulsion from camp and the possible forfeiture of the Troop / Patrol rights to participate in the events.

No boom boxes or radios are allowed. Troops may use personal discretion on use of head phone music devices. However, no radios or players of any type should leave the tents or campsites.

Restrooms (skid-o-cans) will be available at the camporee site for restrooms.

Lights out will be 11:30 PM. All Scouts are expected be in the campsites by 11:00 PM.

Uniform:

Class 'A' uniform is the official dress for the camporee. As some of the events are fairly rigorous, Class 'A' will not be required for competition events. Troop or other Scouting t-shirts or sweat shirts with shorts are recommended for the events.

Scouts should wear appropriate clothing at all times while in camp. Judges may refuse entry to Troop / Patrol members wearing inappropriate clothing. Inappropriate clothing includes any item advertising or promoting drugs, tobacco, alcohol, profanity, or lewdness.

Patches

Each paid Scout and Scouter will receive a Camporee patch. If you would like to purchase additional patches they will be available at the camporee headquarters. Cost for additional patches will be \$4.00 each.

Trading Post

Extra patches, shirts, beverages and snacks will be available at the trading post located near the camporee headquarters.

Fees

There will be a fee of \$8 per Scout & Scouter for the Camporee to cover cost of patches, awards and event materials. Payments should be paid in full at council office or at check-in. Troop checks for the Troop attendees should be made out to South Texas Council. **UNITS THAT DO NOT PRE-REGISTER AND REGISTER AT THE CAMPOREE WILL PAY A LATE FEE OF \$10 PER PERSON.**

Judging & Scoring:

THE camporee committee is asking each unit to provide at least TWO adult leaders to help with judging and helping at the events. Judges and helpers should expect to work the event until all patrols have gone through the event. Judges should report to specified areas early enough to help set up the events.

Events are designed to be done with as few as 4 Scouts. However, individual events will allow no more than 8 participants (standard Patrol size). If a group is smaller than 4, they should still attempt participation.

First, Second and third place event ribbons will be given for each of the patrol scheduled events. Event point ties will be decided by fastest time for timed events. There will be separate awards for Webelos patrols, Scout patrols and Venture patrols.

Leader's Meetings.

There will be a Leader's meeting at the camporee headquarters at 10 PM on Friday night. Scoutmasters, Judges, and Senior Patrol Leaders are expected to attend.

Each Campsite should also conduct an initial leaders meeting either prior to or after the Camp wide leaders meeting at 10 PM on Friday to set Campsite schedules and duties.

Judges will meet after the leaders meeting and at 12 Noon on Saturday at headquarters to report progress on events.

Living History Campsite

There will be a Living History campsite hosted by Crew 6. Scouts will have an opportunity to see and participate in 1880's military drills.

Saturday Afternoon Open Activities

Following lunch on Saturday, the camporee staff will conduct fun, non-competitive games and activities for all participants. Activities will require prior skills preparation, all activities will be announced at the camporee.

The 2013 Council Camporee will focus on the patrol method and Troop participation. Proper uniforming and patrol identity are strongly urged; patrols are expected to arrive in appropriate clothing, with a patrol flag and compete as a patrol with good spirit.

For more information or questions contact
Luis Sepulveda, Camporee Chairman
361-241-6540 after 6:00 P.M.
Or E-mail at: lsepulveda@stx.rr.com

Schedule:

Friday	4:30-9 PM	Arrival and campsite assignments begin at camporee headquarters.
	10 PM	Leaders Meeting at camporee headquarters.
	11:30 PM	Camp-wide Lights Out.
Saturday	6:30 AM	Reveille Breakfast-campsite
	8 AM	Troops Assemble at camporee headquarters for Flag Raising. Class 'A' Uniform.
	9AM-12PM	Events.
	12 PM	To Campsites for Lunch. Judges at camporee headquarters for short meeting.
	1 PM	Events continue as needed
	2-4 PM	Open Activities/Games
	4 -7 PM	Dinner and cleanup
	6:30 PM	Troop Dinner Plates for contest delivered to camporee headquarters for Judging.
	7:15 PM	Flag Lowering
	8 PM	Campfire. Class 'A' Uniform. Skits and Songs & Awards assembly KARANKAWA LODGE ORDER OF THE ARROW CALLING OUT CEMERMONY
Sunday	6:30 AM	Reveille, breakfast
	8:00 AM	Nondenominational religious service and Catholic Mass (tentative)
	9:30 AM	Depart for home. Take your trash with you.

Events:

Patrol Events

- Compass course
- First aid skills
- Kim's Game
- Knot tying skills
- Fire building skills
- Flag raising – lashing skills
- Log relay
- Patrol problem solving
- Patrol teamwork- communication and leadership skills
- Patrol Flag, Song & Yell Contest

Troop Events

- Campsite inspection
- Dinner Plate and Desert Cook-off Contest
Requirements for cook-off:
 1. One meat – i.e. beef, chicken, pork, etc.
 2. Two sides – i.e. corn, green beans, squash, etc.
 3. One bread – i.e. cornbread, tortillas, fry bread, etc.
 4. Desert- i.e. cobbler, pies, cookies, cakes, etc.
- Gateway competition

All rules for the events will be attached at the end of this guide.

Council Camporee UNIT ROSTER/REGISTRATION

Troop/Crew: _____

Campsite: _____

Phone

Leader in charge: _____

Other Leaders in camp: _____

Sr. Patrol Leader: _____

Guests in camp: _____

Patrol: _____

Scout Names	Rank	Phone
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	_____

Patrol: _____

Scout Names	Rank	Phone
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	_____

Fees
\$8 per Scout & Scouter
(1 Patch Each Included)

Total
Scouts: _____ @ \$8 = \$ _____
Leaders: _____ @ \$8 = \$ _____
T-Shirt: _____ @ \$15 = \$ _____
Size: Men's S-XL
T-Shirt : _____ @ \$17 = \$ _____
(2XL-4XL)
Extra Patches: _____ @ \$4 = \$ _____
Total: \$ _____

Check #: _____

Signature Leader In-charge:

X _____
Please mail this form with troop
check to:
SOUTH TEXAS COUNCIL
700 EVERHART
TERRACE BLDG#A
CORPUS CHRISTI, TX78411
Attn: Mary Garcia

**Reproduce this page to include additional Patrols or Use Back Side*

The Patrol Method –

All 2013 Camporee Events are Designed for Patrols.

This year's camporee is stressing the patrol method. Scoring will be based on: Scout skills, scout spirit, full participation (patrol flag, Scout spirit, and yell). To prepare for camporee practice the skills listed for each event. Each event is based on old time Scout skills with a twist!

Questions on the events?: Contact Donnie Cox, camporee event co-chair at 1-361-813-3771 after 5pm jdoncox@coxtank.com or Mike Best, camporee event co-chair at 1-361-947-6062 after 5pm mbetz@clearwire.net.

Rules for Events

EVENTS:

1. Corpsman Carry-First Aid Skills

Scout skills: needed-able to make a stretcher, splint, arm sling and dress a wound and basic first aid. Do first aid on victim, place on stretcher and go through a course. In this event, Scouts will be given a first aid scenario in which a Scout has been injured in an outdoor camping environment. Scouts must render first aid and then prepare to evacuate the victim. Scouts are encouraged to prepare in advance by doing first aid scenarios during Troop meetings.

Equipment needed by patrol: Patrols will have to furnish all first aid supplies such as first aid kit, neckerchiefs, poles and blankets for stretchers.

Scoring: Total patrol participation; patrol spirit, bandages tied correctly, knowledge of first aid, and mobilization of victim.

2. Fire and Water-Fire Building

Scout skills needed: fire building using matches

Equipment needed by patrol: Ax, Totem Chip, Firemen Chit

Equipment provided by event staff: All wood will be given to each patrol. Will be given two-1"x6"x12" cedar boards and matches; A fire building seesaw, with 10"x10 fire pit, a water bucket with water and an empty water bucket to transport water

Event overview: Each patrol starts its fire as quickly as possible in a 10" X 10" fire pit at the end of a seesaw. Once the fire is started, the counter balance at the other end is filled with water. The counter balance drains slowly and must be constantly filled. Patrol members building the fire must have their fireman chip, and if they use a pocketknife, saw, or axe; a totin' chip

The Scouts must set up a relay to the water bucket placed a distance away to keep the fire in a raised position. With the fire in the raised position and filled to maintain height, it will burn through a string; signaling completion of the relay.

Scoring:

This is a time event with time starting when the first attempt to start the fire.

Time Penalties:

- Using a provided fire starter adds one minute to the total time. (Each patrol can choose to use one that we will supply)
- Not keeping the fire contained in the fire pit adds one minute to the total time.
- Un-scout-like behavior adds one minute to the total time.
- Touching or physically manipulating the seesaw adds 2 minutes to the total time.

Key Points:

- Patrols need to work together as a team.
- If the fire is too large, you will not keep it contained in the 10'x10" pit.
- If the fire is too small; it will take too long to burn through the string.

3. Kim's Game-Memory Game

Scout skill needed: memory and patrol method

Event overview: Each troop is shown a collection of objects for a short period of time. Must try and memorize as many as possible. Can use either or all of the following aides: Visual, Touch, Taste
They must do a task of some sort. After the task is complete they must write down all the objects they memorized from the collection.

Equipment needed by patrol: none

Scoring: patrols will be scored on accuracy of the number of items listed.

4. Iwo Jima-Flag Raising

Scout skills needed: need to know how to make a round lash, square lash, diagonal lash and Tri-pod lash

Equipment needed by patrol: Patrol Flag or something to raise, 2 staffs-6ft long, 3 staffs-8ft long, 5 ropes-10ft long

Event overview: Patrol must build a free standing flag pole using the materials provided by the patrol.

Scoring: will be on height of flag pole, quality of lashes and time.

5. Knot Dizzy-Knot Tying

Scout skills needed: know how to tie a square, clove, two-half hitches, taut line, bowline, sheep shank, sheet bend

Equipment needed by patrol: none

Equipment provided by event staff: rope

Event Overview: Judges make about a 40ft diameter circle. He then stands in the middle of circle. Scouts stand outside of circle in a group. First Scout goes to the judge in the middle of the circle and ties a knot. If successful he returns to the group outside of circle. If unsuccessful he must start from where the group is standing and run around the outside of perimeter of the circle back to the group. The second Scout enters the circle and ties a knot.

If successful he returns to the group outside of circle. But if he is unsuccessful BOTH he and the first Scout must run the perimeter of the circle. If the third Scout is unsuccessful all three must run the circle. Only the boys that successfully tie the knot do not have to run. This is repeated until all knots have been successfully tied.

Scoring: patrols will be judged on correct knot tying

6. Atomic Bomb Squad-Problem Solving

Scout skills needed: Ability to problem solve

Equipment needed by patrol: none

Equipment provided by event staff: water can, rope, rubber bands

Event overview: Inside a 15ft-20ft circle Scouts must try and remove a bomb (can filled with water) from the center using only the material (rope, rubber band, etc.) that is provided. Scouts cannot enter the circle. They can only reach in. Bomb must not touch the ground once it has been picked up or it will explode!!!

Scoring: patrols will be scored by timing of removing "bomb" from the circle successfully.

7. Blind as a Bat-Patrol communication & leadership skills

Scout skills needed: Patrol leader using leadership skills, patrol listening and cooperation (working together as a team).

Equipment needed by patrol: none

Equipment provided by event staff: blindfolds, event

Event overview: All members of the patrol but the Patrol Leader are blindfolded. The Patrol leader must direct his blindfolded Patrol to accomplish 3 different tasks. Examples: Moving a bucket of water from one spot to another, forming a geometric shape with a rope, or a blind chariot race using members of the patrol. This event will show how well the patrol listens and follows instructions from their Leader. How well the leader can communicate with his patrol.

Scoring: Patrol will be scored by how well the patrol leader can communicate and lead the patrol to successfully accomplish the task required by the judges.

8. Rope Race-Log Race

Scout Skills needed: Know how to tie a timber hitch, clove hitch, and bowline on a bight.

Equipment needed by patrol: none

Equipment provided by event staff: 36" X 8" log(approx.), 50 ft ½" rope, tree limb or swing set stand 8'high(approx.)

Event overview: The patrol lines up at the start line, at the start of time the patrol must tie timber hitch on a log and pull it down the course, at the end of the course the patrol then unties the log and toss rope over a limb and tie a bowline on bight. Placing one Scout in the harness, the patrol hoist the Scout until his feet are off the ground. Then the rope end is tied off with a clove hitch to the base of the tree. Then the patrol unties the patrol member. Then the each member of the patrol takes a turn tossing the log for distance.

Scoring: patrols will be scored by timing and correct tying of knots

9. Compass Course –Orienteering Skills

Scout Skills: orienteering knowledge

Equipment needed by patrol: compass and patrol flag.

Event overview: Each patrol will be given a three leg compass course to follow. The patrol will follow the course to completion and mark their final location with their patrol flag. The judge will measure the distance between the patrol flag and the official compass course spotting, and calculate the difference between the patrol's flag and the final marker. Time limit for this event is 15 minutes.

Scoring: patrols will be judged by correct distance to the final location and patrol spirit.

SOUTH TEXAS COUNCIL CAMPOREE

PATROL FLAG SCORE SHEET

TROOP: _____

PATROL: _____

	MAX. AWARDED	
1. Boy made	10	_____
2. Names of patrol members included or attached.	10	_____
3. Originality of flag design.	10	_____
4. Originality of staff or flag holder design.	10	_____
5. Did all members of original patrol contribute?	10	_____
6. Patrol Yell	25	_____
7. Patrol Song	25	_____
TOTAL POINTS	100	_____

CAMPSITE EVALUATION SCORE SHEET

TROOP: _____

MAX. AWARDED

1. CAMPSITE ORGANIZATION:

A. Bulletin BOARD	15	_____
B. Schedule of events posted	15	_____
C. First aid kit	15	_____
D. Camping by patrols-TENTS IN ROWS	15	_____
E. Dining area with rain fly	5	_____
F. CAMPSITE ENTRANCE WITH GATEWAY	10	_____
G. One spade/shovel available	10	_____
H. Extra camping gear neatly stored	5	_____
I. Original ground cover not disturbed	10	_____
J. Hand washing area designated	10	_____
K. PATROL CHUCK BOXES	10	_____
TOTAL POINTS	120	_____

2. COOKING AREA

A. Duty roster posted	5	_____
B. Menu posted	5	_____
C. Proper cooking stoves	10	_____
D. Food properly stored	5	_____
E. Area neat and clean	5	_____
F. Trash bags available/in use	10	_____
G. Water cans	10	_____
H. Proper grease disposal	10	_____
I. Proper gray water disposal	10	_____
TOTAL POINTS	70	_____

3. PATROL AREAS:

A. Patrol flags displayed in site	10	_____
B. Site clean	10	_____
C. Tents and fly's erected properly	10	_____
D. Correct knots used on site set-up	10	_____
E. Patrol cooking area neat	10	_____
F. Clothing/equip. Neatly stored	10	_____
G. Fire buckets used/placed correctly	10	_____
TOTAL POINTS	70	_____

4. BONUS POINTS

A. Webelos den participation with your troop	25	_____
B. Camp gadgets made and used	15	_____
TOTAL POINTS	40	_____

SCORING TALLY:

CAMPSITE	120	_____
COOKING AREA	70	_____
PATROL AREA	70	_____
BONUS POINTS	40	_____
GRAND TOTAL	300	_____

SOUTH TEXAS COUNCIL CAMPOREE

GATEWAY SCORE SHEET

TROOP: _____

AREA EVALUATED:	MAX. AWARDED	
1. U.S. flag and unit flag attached	15	_____
2. Gateway free standing	15	_____
3. Correct use of lashings	15	_____
4. All rope ends whipped or back spliced	10	_____
5. Working gate	30	_____
6. Originality of design	15	_____
Total points	100	_____