

RIVER TRAILS DISTRICT

Spring Camporee Manual



May 3rd thru the 5th, 2002

At S-F Scout Ranch, Camporee Area

CAN YOU SURVIVE?

2002 SPRING CAMPOREE “RIVER TRAILS SURVIVORS”

- DATE:** May 3, 4, 5, 2002
- LOCATION:** S-F Ranch, Camporee Area far end. Follow the signs to check-in headquarters.
- REGISTRATION:** Please fill out and mail in the registration form to council and let us know your coming.
- CHECK-IN:** Check-in before setting up camp, sites will be assigned by unit size. Please have your troop roster and registration fees ready to turn in. Registration fee \$3.50
- THEME:** Our camporee is based on the television show survivor, with our patrol challenges based on the challenges seen on the show.
- GATEWAYS:** Each Troop/Tribe is encouraged to build a gateway based on the theme of the TV Show survivors or surviving in the wilderness. Each Troop/Tribe gateway will be judged Saturday by a panel of judges.
- TORCHES:** Each troop must supply 1 torch for our tribal council meeting Saturday night. The torch must be between 5 and 6 feet tall. It can be a commercial tiki type patio torch or a hand made O.A. Indian style torch made from a tree with canvas or cloth wrappings secured by wire and nails or screws. For the O.A. Style torches we will supply the kerosene and do the soaking at camp just bring us your torches Saturday before 10:00 a.m. If you are using a commercial patio torch please have it labeled so we can return it on Sunday Morning.
- SCORING:** Friday night at registration troops will be issued a leather necklace to hold Talisman earned at each Tribal Challenge activity on Saturday. I suggest you don't issue them till the morning assembly.
At 4 of the activities scouts/survivors will be competing as a Patrol/Tribe against another Patrol/Tribe for a reward talisman winning patrol/tribe receives the reward talisman. Losing survivors get nothing.
At the other 4 Tribal Challenges patrols/tribes will be competing against the other members of their own patrol/tribe to win the immunity talisman. Only one survivor in each patrol will win. The other survivors in the tribe get nothing.
- Best Patrol/Tribe: Maximum possible score in the Reward Challenges is 4 talisman
Best Tribe Member: Maximum possible score in the Immunity Challenges is 4 talisman.
Maximum number of reward and immunity talismans that can be earned per individual 8.
- Awards will be given for the best scores. Based on possession of necklaces and talisman at the tribal council.
- TRIBAL COUNCIL:** At tribal council each SPL will be invited to participate in a voting session. The SPL will vote on a piece of paper for the challenge activity and staff they think was the best. The winning staff will be presented with awards.
- LEADERSHIP:** Youth Campmaster = Martin Fritz Adult Campmaster = John Glick

Troop and Patrol Leaders

Important information you need to know

1. **Patrol cooking at the camporee:** The menus for the meals including Saturday lunch are at the Patrol or Troop's option. Menu ideas may be found on pages 97-127 of the Boy Scout Handbook, the Cooking Merit Badge pamphlet and pages 125-189 of the Fieldbook.
2. **Patrol dishwashing:** You are encouraged to use the Patrol Dishwashing Method. Rinse water needs to be hot but does not have to be boiling if your Patrol uses sanitizing tablets. Include this method in your Patrol organization plans ... it's an excellent method.
3. **Tent ditching or trenching:** Absolutely no ditches are to be dug around the tents or flies. Proper pitching avoids ditching.
4. **Use of water:** Water spigots are for the purpose of drinking and filling water containers. No washing, either of body or equipment shall be permitted at the spigot.
5. **Lanterns:** No open flame type light (candles, kerosene, propane, etc.) will be permitted in any tent. Flash light or battery lanterns are recommended.
6. **Religious observance:** "A Scout is Reverent". It is expected that each boy will attend the religious services of his choice.
7. **Fireworks:** Absolutely no fireworks are permitted on council property. Violators will be asked to leave the camp by the District Camporee Staff and the Troop will forfeit all awards.
8. **Proper Uniforming:** Each Scout and Scouter who has a uniform shall wear it properly at all times during the camporee.
9. **The Scout Oath and Law:** Shall be the law of the camp.

Failure of any member of your patrol or Troop to comply with these points can mean loss of all Troop and Patrol awards.

Spring Camporee "River Trails Survivors" Troop Registration

Date: May 3,4,5, 2002

Troop # _____

Please bring this completed form to **Headquarters** at the Camporee between 5:00 – 8:30 p.m. Friday May 3rd.

_____ Scouts @ 3.50 each\$ _____

_____ Scouters @ 3.50 each\$ _____

_____ Total @ 3.50 each\$ _____

_____ Number of Patrols

Leader in charge at camp:

Name: _____ Telephone: _____

Scoutmaster: _____ Telephone: _____
(if different than above)

River Trails District – BSA
Fall Camporee:
4568 West Pine Blvd.
St. Louis, MO 63108

Accounting code #: 1.6801.601.20

Make all checks payable to: Greater St. Louis Area Council, B.S.A.

RIVER TRAILS SURVIVORS CAMPOREE

RECIEPT

Accounting code #: 1.6801.601.20

Date: May 3-5, 2002

Troop _____

Amount Paid: \$ _____

River Trails Spring Camporee

_____ Scouts

Scoutmaster: _____

_____ Scouters

Telephone: _____

Tribal Council Program

Turn in Friday night during registration

Each Patrol/Tribe will come up with a skit, song, or cheer for the Saturday evening program. The River Trails Survivors Tribal Council.

We are asking that the skits be original and based on the themes of lost survivors, surviving, or the TV show. Lets come up with some original Ideas.

Troop _____ Scoutmaster's Approval _____

Patrol name _____

Name of skit, song or cheer _____

Description _____

Troop _____ Scoutmaster's Approval _____

Patrol name _____

Name of skit, song or cheer _____

Description _____

UNIT ROSTER

**THIS INFORMATION MUST BE TURNED IN TO YOUR DISTRICT HEADQUARTERS
TO RECEIVE PARTICIPANT PATCHES**

UNIT TYPE & NUMBER _____ River Trails District, Spring Camporee, May 3-5,2002

(NOTE: Please list Scouts by Patrols - Cubs by Dens)

Name of Cub, Scout, Venturer, or Explorer	Address	Phone	Rank	Gender	Age
Patrol, Den, or Crew Name					
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
Patrol, Den, or Crew Name					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
Adult Leaders (2 minimum)	Address	Phone	Position	Gender	Days in Camp
1.					
2.					
3.					
4.					
5.					

Schedule

Friday:

6:00 – 9:30 pm	Check-in and registration
9:30 – 10:00 pm	Staff meeting
10:00 – 10:30 pm	SPL & Scoutmaster's meeting
11:00 pm	Lights out

Saturday:

6:00 am	Reveille
6:00 – 8:00 am	Breakfast and cleanup
8:10 am	Opening Ceremony
8:30 – 11:30 am	Tribes/patrols leave for challenges
11:30 – 1:00 pm	Lunch and cleanup
1:00 – 4:00 p.m.	Tribes/patrols return to challenges
4:00 – 6:00 p.m.	Supper and cleanup
6:00 p.m.	Assembly / Retire the colors
6:30 p.m.	Religious services (location to be announced)
8:00 p.m.	Assembly for Tribal Council
8:30 p.m.	Tribal Council
11:00 p.m.	Lights out

Sunday:

6:00 am	Reveille
6:00 – 8:00 am	Breakfast and cleanup
8:15 am	Closing Ceremony / awards
8:30 – 10:00 am	Check out

Survivor Tribal Challenges

Some of these challenges will be each patrol/tribe working together as a tribe competing to win the challenge against another tribe. The winners will receive a Reward Talisman.

Some of these challenges will be the patrol/tribe members competing to win out over their fellow tribe members. The winners will receive an Immunity Talisman.

In each case the winning Tribe or the winning Tribe member will receive a talisman to add to the leather necklace issued to each tribe member. Do not lose your necklace it will be used to decide the top winning tribes and the best tribe members in place of a point system.

#1 Distress Signal

Description: In a fictitious scenario, a plane flies over the island. The survivors must build a distress signal on the beach to attract the pilot's attention. Best distress signal wins. Tribes will use the items they carry or have as well as what can be found in the area to make the distress signal. Tribes will have 10 minutes to make the signal.

Winning Tribe Gets: Reward Talisman

Winning Tribe: Tagi, whose "Tagi is groggy" statement and choreographed moving bodies made for a more effective S.O.S. than Pagong's "smiley face."

#2 Choose Your Weapon

Description: An accuracy contest consisting of two disciplines: blow gun, and slingshot.

Winning Tribe Member Gets: Immunity Talisman

#3 Challenge: LOCK STEP

Description: The tribes race against each other through a series of obstacles, while attached together by a rope. In this challenge, a tribe is only as fast as its slowest member. The first tribe to successfully complete the course with all of its members across the finish line wins.

Winning Tribe Gets: Reward Talisman

#4 Challenge: TRUE OR FALLS

Description: The tribe members meet at a large flat rock overlooking Herbert Falls, across from Tribal Council, where they play against each other in a quiz game testing their knowledge of the environment and survival knowledge. The first tribe member to answer the most questions correctly wins.

Winning Tribe Member Gets: Immunity Talisman

#5 Challenge: Triage

Description: Each tribe selects two members to become "rescuers." The other members are placed at predetermined accident locations. Using a triangular-shaped stretcher called a "travois," each tribe must locate their tribemates at the accident locations and bring them back, one by one, to the "first aid tent." First tribe to rescue all of its members and cross the finish line wins. The ropes and poles needed for the travois will be supplied by the staff. Survivors will need to know how to tie the appropriate lashings.

Winning Tribe Gets: Reward Talisman

#6 Challenge: BLIND LEADING THE BLIND

Description: The tribes will select one member of each team to act as their "eyes" while the other members are blindfolded. Sitting atop two towers, the "eyes" must guide their blindfolded tribe members through a series of obstacles, such as: stacking wooden beams and filling up buckets of water. The first tribe to successfully complete the course wins.

Winning Tribe Gets: Reward Talisman

Survivor Tribal Challenges

#7 Challenge: DON'T FENCE ME IN

Description: The playing field consists of posts in rows of ten with ropes hanging from one side of the post. Survivors take turns connecting the rope of one post to another post in order to eventually make a square. The Survivor "owns" a square when he or she is able to close off the square upon their turn. The Survivor who "owns" the most squares wins.

Winning Tribe Member Gets: Immunity Talisman

8 Challenge: END OF THE LINE

Description: Each Survivor must follow a rope that will lead to 4 checkpoints. The Survivors will use 2 carabiners to traverse the rope course. One must be attached at all times. Survivors must clip onto a rope before they unclip to proceed through the race. The first Survivor to reach each checkpoint and cross the finish line first wins.

Winning Tribe Member Gets: Immunity Talisman

Scoring:

Best Patrol: Maximum possible score in the Reward Challenges is 4 talisman
 Best Surviving Tribe member: Maximum possible score in the Immunity Challenges is 4 talisman.
 Maximum number of reward and immunity talismans that can be earned per individual 8.

SPL Tribal Council Vote:

During your day of challenges each patrol should pay attention to the staff and the challenge itself so you can tell your SPL who you thought had the best staff and challenge. During dinner The SPL in each troop will take a vote and decide which Challenge he should vote for at Tribal Council later that night. At tribal council each SPL will be participate in a voting session. The SPL will vote on a piece of paper for the challenge and staff they think was the best. The winning staff will be presented with awards.

Patrol Duty Roster

Patrol name _____

Assigned Duty	Saturday Breakfast	Saturday Lunch	Saturday Dinner	Sunday Breakfast
Cooking				
Cooking				
Cooking				
Fire and Water				
Fire and Water				
Cleanup				
Cleanup				
Cleanup				

Cooks - Get the food, set the dinner table, prepare the food, and serve the food.

Fire and water - Gathers fire wood, builds cooking fires and keeps them fueled and going through out the meal preparation and cleanup. Gets the water for the cooks and cleanup. When using propane hooks up and tests connections, lights fire, and turns off after using unhooks tank, and secures in locked storage area.

Cleanup - cleans the patrol dishes, patrol box, dinner table, removes the trash, and dirty dishwater.