

**“A Boy On The Farm”**  
**Lake Minnetonka District Spring Camporee 2000**  
**May 5-7, 2000**  
**Stearns County Pioneer Club,**  
**Albany Minnesota**

It's almost time for the Lake Minnetonka 2000 Spring Camporee. On the first weekend in May, the Boy Scouts of Lake Minnetonka District will converge on the Stearns County Pioneer Club grounds in Albany, Minnesota for a “rip roarin” good time living the life of a farm boy from the early 20<sup>th</sup> century.

This information packet should tell you everything you need to know for your unit to make the most of the 2000 Spring Camporee. This packet includes all of the information that was in the packet we handed out at the March 2000 roundtable, plus specific details on all aspects of the camporee. Please take some time to look through it and share the information with your unit. There will be a lot to do and to see, so the more informed our scouts are, the more fun they will have.

## **BRIEF HISTORY**

Plans for the first “Pioneer Days” started in the spring of 1974. John and LouAnn Peternell and their four sons set September 19 and 20, 1975 to hold the first family sponsored “fun threshing bee” on a corner of their farm. A few relatives and friends were asked to help prepare for about 500 people, but LouAnn and her sister Bonnie had to scramble to come up with enough lunches from the Peternell kitchen to feed over 1000 spectators.

The overwhelming response led to the forming and incorporation of the Stearns County Pioneer Club in 1976. The Pioneer Club took over the entire show in 1979 and later purchased 26 acres for a permanent club site.

Buildings ready for the first show were the big green shed (now used for crafts), two open pole sheds (now enclosed), two toilets, and a small red barn with a wooden silo. Today, a main street and about 30 buildings dot the site which has grown to about 46 acres.

Since the first show 25 years ago, the number of spectators has increased to more than 20,000 a year and the number of exhibitors has grown from 15 in 1975 to over 400 in 1998.

If you enjoyed what you saw at the spring camporee and would like to be part of the fun of a pioneer group, information on joining the Stearns County Pioneer Club will be made available by the camporee staff upon request. The Stearns County Pioneer Club and the camporee staff thank you for joining in the 2000 Lake Minnetonka District BSA Spring Camporee. You are invited to come back for the 26<sup>th</sup> annual Pioneer Days, which will be held on September 15, 16, 17, 2000.

## **Location**

The 2000 Spring Camporee will be held at the Stearns County Pioneer Club grounds in Albany Minnesota. Albany is located 45 miles north of Monticello on I-94 (About 30-35 minutes north of Clearwater and Stearns Scout

Reservation.) The Pioneer Club grounds are located one half-mile northeast of Albany on highway 10.

- Take I-94 north from the Twin Cities to the Albany exit.
- At the exit, turn right, into town.
- Turn right on Railroad Avenue, at the first intersection.
- Follow Railroad Avenue for seven blocks. Turn left (north) on 1<sup>st</sup> Street. (When you are on Railroad Ave., you will see a large Catholic Church on the right hand side of the road. The 1<sup>st</sup> St. turn is just after that.)
- Take 1<sup>st</sup> Street north to County Road 10. Turn right on Co. Rd. 10.
- Follow Co. Rd. 10 for about ½ mile. Turn left on 360<sup>th</sup> Street.
- Take a left at the second gate (west gate) for registration.

**SEE THE BACK OF THIS PACKET FOR MAPS!**

# General Information

|                           |   |
|---------------------------|---|
| <b>Event Rules</b>        | Scout Oath and Scout Laws   |
| <b>Scoring</b>            | Troops, patrols and scouts will be judged on their patrol method, scout spirit and participation  |
| <b>Check-in</b>           | Friday evening, or Saturday morning. See schedule.<br><b>PLEASE</b> have your <b>campout roster</b> and <b>tour permit</b> ready at check-in.   |
| <b>Parking</b>            | Depending on ground condition, one trailer <u>or</u> vehicle per site. Parking lot is within ½ mile of campsites  |
| <b>Fires</b>              | NO GROUND FIRES! Use approved above ground unit. Provide your own firewood.   |
| <b>Garbage</b>            | Pack it in, pack it out. No littering will be tolerated!  |
| <b>Latrines</b>           | Porta-potties and permanent latrines on site  |
| <b>Water</b>              | Water is available on site  |
| <b>Headquarters</b>       | In Arban church basement. Will be staffed 24 hours.   |
| <b>1<sup>st</sup> Aid</b> | Each troop should be able to care for minor injuries. Major injuries will be attended to by staff. Please have the proper medical paperwork handy for every boy.  |
| <b>Fees</b>               | See pre-registration section  |
| <b>Religious service</b>  | A scout is reverent. A non-denominational service will be available. See schedule.  |
| <b>Uniforms</b>           | Scout uniforms ONLY. No camouflage or military uniforms. A uniform inspection will be held at flagraising as one of the competitions.   |
| <b>Scout behavior</b>     | Scouts will be expected to follow the rules and regulations, and listen to leaders and staff. Anyone not heeding these instructions will be asked to leave the camporee. Remember, scouting is a safe haven for boys! |

# Schedule of events

## Friday

16:00-21:00 Check in and setup camp  
21:00 Cracker Barrel for SPL's and SM's at HQ  
22:00 Taps

## Saturday

7:00 Reveille  
7:00-8:30 Breakfast  
7:15-8:15 Breakfast Cooking Competition Judging at  
Headquarters  
8:30 Flagraising and Uniform Inspection at  
Schoolhouse  
9:00-9:15 Staff Briefing and Event Setup  
9:15-11:30 Competitions and Exhibits  
11:30-13:00 Lunch and Free Time  
13:00-16:00 Competitions and Exhibits  
16:00-17:00 Troop "Tractor" Pull Race  
16:30-18:30 Supper and Free Time  
18:30-18:50 Vespers

### **Colors retired at dusk**

19:00-? Campfire and Order of the Arrow Call Out  
Ceremony  
21:30 Order of the Arrow Crackerbarrel at  
HQ  
22:00 Taps

## Sunday

7:00 Reveille  
7:00-8:30 Breakfast  
8:45 Closing Formation & Awards  
9:15 Break camp and checkout with staff

# Competition Events

All of our competition events are based on the theme of "A Boy On The Farm". Events are set up based on the patrol method. Each event may require the patrol to bring special equipment with them. See the events for a list of equipment. Patrols may try to earn extra points by showing their patrol enthusiasm with a good patrol yell, and a patrol flag. Each patrol will be given a

score card at flagraising on Saturday. Score cards are due at headquarters by 4:00pm Saturday.

## **Troop Uniform Inspection**

Part of Scout Spirit and every scout leadership position is to wear the Boy Scout uniform properly. Scouts and adult scouters will be included in the inspection. The criteria for the troop uniform inspection are as follows. If you have any questions about proper uniform, refer to the Boy Scout Handbook, pages 12 & 13, or the BSA Insignia Guide.

Troop flag at flagraising ceremony

Shirt- A Boy Scout Uniform shirt, short or long sleeved, properly worn, buttoned, and tucked in.

(10pts. per person)

Pants- Boy Scout Uniform pants or shorts, properly worn.

(5 pts. per person if wearing a scout shirt)

Belt- Boy Scout Uniform belt and buckle.

(5 pts. per person if wearing a scout shirt.)

Other belt

(2 pts. per person if wearing a scout shirt.)

Neckerchief with tie slide, or bolo tie for adults.

(5 pts. per person if wearing a scout shirt.)

Scout socks or knee socks.

(2 pts. per person wearing a scout shirt.)

Un-scoutlike hats worn during flagraising and inspection

(- 5 pts. per hat for people in uniform)

Points will be added together and divided by the number of people, at flagraising, in your troop.

**Note:** The results of the Troop Uniform inspection will not be rewarded separately. They will be part of the accumulative score for the Spring Camporee traveling trophy.

## **Troop Campsite Inspection**

Part of scout camping is maintaining a safe and organized campsite. Troop campsites will be judged on the following criteria:

- I. Campsite Identification
  - A. American Flag
  - B. Troop Flag
  - C. Entryway with troop sign
- I. Campsite and sleeping arrangements
  - A. Tents pitched by patrol
  - B. Campsite neat and orderly
- I. Health, safety and sanitation
  - Wood tools properly stored
  - Garbage picked up
  - Dishes washed and put away
  - Cooking area clean
  - First aid kit easily seen
  - Fire out cold to touch or attended
  - Fire plan posted
  - Fire located in proper area
  - Fuels properly stored
  - Food properly stored
- I. Menu planning, Duty roster
  - A. Menu for all meals
  - B. Duty roster posted
- I. Pioneering project
  - A. Rated on amount of crafts or detail to project

**Note: The results of the Troop Campsite inspection will not be rewarded separately. They will be part of the accumulative score for the Spring Camporee traveling trophy.**

## **Farm Breakfast Cook-off**

Description: A hearty breakfast is one of the most important parts of the day for a busy farmer. A good breakfast can help set the pace for the rest of the day.

Purpose: Prepare, as a patrol, a traditional farm breakfast (eggs, bacon, pancakes, etc. or be original).

Objective: The meal will be judged on the following criteria:

### Overall

- Original name of entry
- Scouting adornments
- Professional appearance of meal
- Unusual shape

### Presentation of entry

- Story; what is the history of your meal? Be imaginative.
- Group Appearance; In uniform? Neat looking?
- Fanfare; How professional is your presentation?
- Aroma
- Written recipe
- Clean hands

### Quality

- Taste
- Ingredients
- Texture/ Temperature
- Special garnishments

Judging will take place at headquarters between 7:15am and 8:15am Saturday morning. Patrols can sign up for a time slot prior to the Friday evening crackerbarrel if they wish. See staff at headquarters.

## **Give Bessie Give, The Baby's Gotta Live!**

Description: Milking cows can be a huge part of life on the farm. Whether the milk is just for the family, or for the farmer's livelihood, the milking has to be done several times a day, every single day. Help the farmer lighten his load a little bit by doing some of his milking for him.

Purpose: To show that a scout is helpful

Objective: Gather as much milk as possible in the allotted time. Remember, there are many methods and techniques for milking so be original. NO COW TIPPING!

Scoring: Average collection of milk .

## **Come Bale Away.**

Description: The farmer's hayrack got a flat tire. The patrol works together to relocate the load of hay bales from one wagon to the other so the farmer can get it back to the barn.

Purpose: To develop a plan and work together as a team.

Objective: Timed relay event. See how fast your patrol can move the load of hay bales from one rack to the other. Eight bales must be moved with two scouts per bale. When the first two scouts have moved their bale, they run back to the line and switch gloves with the next two scouts. Patrol members will have to rotate through until all of the bales are moved. When all of the bales are reloaded, the stack must look like it did on the first wagon.

Scoring: Total time for the patrol to move 8 hay bales.

## **Aw Shucks!**

Description: This event has a "corny" name for a reason. Years ago, farmers didn't have the machinery to remove corn kernels from the cob for animal feed, so it had to be done by hand. This is called shucking or shelling corn. This event is so much fun, it's hard to believe it was actually a chore on the farm.

Purpose: Develop a plan and show patrol teamwork.

Objective: This is a timed relay event. Each patrol member must completely shell or shuck three ears of corn into a bucket, then dump the bucket in a barrel and return to the starting position before the next person can start. The patrol is finished when each member has gone.

Scoring: Average time per person.

## **Caught Red Handed**

Description: Visit our camporee constables (Lake Minnetonka's version of Wyatt and Virgil Earp?) at the old Hutchinson Jail to learn about one of the best forms of forensics in use by police in big cities and small farm towns.

Purpose: Develop a good memory and show good patrol teamwork.

Objective: Learn about the Hutchinson Jail and how it is connected to the railroads. Learn about different kinds of fingerprinting and repeat from memory some of what you learned.

Scoring: Patrol is scored as a whole based on their ability to answer questions about the activity.

### **At the End of My Rope**

Description: Rope has as many uses on the farm as it does in the pioneering merit badge. See how farmers made their own rope with different equipment and make a length of your own.

Purpose: Gain a useful farming *and* camping skill.

Objective: Get a first hand look at some important farm tools and equipment. Try your hand and see how your rope turns out.

Scoring: This is a participation event, so scoring will not take place at the station, but patrols can earn points by making a useful camp gadget with their rope. All gadgets must be judged at headquarters by 4:00PM.

### **“...and we had to walk to school up hill both ways!”**

Description: Growing up in the country didn't excuse boys from having to go to school. Take a tour and learn a lesson about the country education of days past in an authentic one room country schoolhouse.

Purpose: Show that a scout keeps himself mentally awake.

Objective: Learn a lesson from our country school proctors and take a test on what you learned. The Boy Scout handbook will be the text for the lesson, so be prepared to use it.

Equipment needed: - Boy Scout handbooks. Scouting fieldguide.

Scoring: Average score of all patrol member's scores on the test.

### **CAN You Hit It?**

Description: Farm boys across the country show off their accuracy with stones by knocking things off of fences. Patrol members use the slingshots to try their hand at this popular farm game.

Purpose: Show that a scout is physically fit. To have fun.

Objective: Skill event. Each scout has five chances to shoot various size cans off of a fence. Each size can is worth a different point value.

Scoring: Average score of all patrol member's high scores

**Safety:** This event will be operated under firing range rules to insure the safety of the scouts and staff. Absolutely no horseplay will be tolerated during the event. Any scout not following the rules or instructions will immediately be asked to leave the event and will be reported to his scoutmaster. With cooperation, this event should be fun for scouts and staff alike.

## **Makin' Wood**

**Description:** In our part of the country, farmers would never make it through the winter without an ample supply of firewood. Before log-splitters and chainsaws, this work had to be done by hand. Use the cross cut saw to help cut wood for the farm kitchen.

**Purpose:** Learn to work as a team and coordinate your efforts to win. Show that a scout stays physically fit.

**Objective:** Each patrol has five minutes to cut as many disks as they can out of the log. Patrols should change team members with each disk so that everybody has a chance to cut. Each patrol has one minute to plan what they will do, with the five minutes starting when the saw touches the log.

**Scoring:** Patrol is score based on the number of disks cut in five minutes.

**Note:** There will be a special event brand available at the blacksmith's shop if you want to brand your disks.

## **Victory is Just a Stone's Throw From Here.**

**Description:** One of the most popular pastimes of farm boys everywhere is a good old stone throwin' contest. Gain points for your patrol by proving your accuracy with a stone.

**Purpose:** To prove your skill tossing a stone through a variety of obstacles. Learn a part of how farm boys spend their time.

**Objective:** Skill event. Each scout has five chances to toss their stones into different size cans without knocking them over. Each size can has a different point value.

**Scoring:** Average score of all patrol member's high scores.

**Safety:** This event will be operated under firing range rules to insure the safety of the scouts and staff. Absolutely no horseplay will be tolerated during the event. Any scout

**not following the rules or instructions will immediately be asked to leave the event and will be reported to his scoutmaster. With cooperation, this event should be fun for scouts and staff alike.**

## **Scavenger Hunt**

Description: There are many wonderful facts and historical references floating around the Stearns County Pioneer Grounds. Work with your patrol to find the answers to all of the questions in the scavenger hunt.

Purpose: Show that a scout is mentally awake by paying attention to your surroundings.

Objective: Each patrol will receive the scavenger hunt form, along with the event score card, at flagraising on Saturday. As the patrol visits events throughout the day, they can answer the questions about the Stearns County Pioneer Club facility and the history behind the attractions.

Equipment needed: - Scavenger Hunt Form  
- Pencil or pen for writing down answers

Scoring: The patrol is scored as a whole based on the number of questions answered correctly. All scavenger hunt forms must be turned in to headquarters by 4:00pm on Saturday.

## **Troop Tractor Pull**

Description: The sport of tractor pulling actually started out in small farm communities, just like Albany. Years ago, even before tractors, farmers would get together with their mule and oxen teams. They would hook the beasts up to sleds and start the team down the road. As they went along, people would jump on the sled, or throw on stones and measure how far the team could move the sled as the load increased.

Purpose: Work as a troop and show that a scout is physically fit.

Objective: Each troop picks six scouts to pull the sled with their scoutmaster on it. As they pull, people will step on to add to the load. The team works together to see how far they can pull the sled as it gets heavier.

Scoring: Troops will be scored by the distance of their pull.

**Note: Awards will be given for the top pulls in this event.**

**The score from this event will also be added to the troop's**

**accumulative score for the Spring Camporee traveling trophy.**

## **Participation Events**

The following events will be sponsored and operated by the Stearns County Pioneer Club and members of the Lake Minnetonka District. These events are not competitions and will not be scored, but patrols do get credit for checking them out. The staff at each event will sign scorecards after a patrol has participated in the event. Participation in these exhibits counts towards the accumulative score for the Spring Camporee traveling trophy.

### **Model Railroad Exhibit**

Come to the old Albany Railroad Depot and see the model railroad exhibit. The Stearns County Pioneer club has created a wonderful miniature replica of the Albany area. Stop by to learn about model railroading and to hear some great tales about the history of this part of Stearns County.

Special “behind the scenes” tours will be given to any scouts seriously interested in the railroad and in model railroading.

### **Sawmill Demonstration**

The sawmills are traditional favorites during the annual Pioneer Days. Did you ever wonder how people got their lumber before Menard’s and Home Depot sold it out of a warehouse? Like many other things on the farm, they simply made it themselves. Lumber was often cut with these ingenious gas or steam engine powered machines. Demonstrations will be going on throughout the day.

### **Blacksmith’s Shop**

The town blacksmith was a very important man to many farmers. He built and sharpened their tools, fabricated parts for their machinery, and created a great deal of the beautiful wrought iron artwork that is common to small farm towns. Stop by the smithy’s shop and see some of the products and tools of the trade, and how they’re used and made.

### **Machinery Tour**

Some of the most interesting machinery in history was invented for use on the farm. Some farmers had different machines for every job. Others just had a machine that could do almost anything. See demonstrations and get a tour of a variety of vintage steam engines, traction motors (tractors), balers, rakes and possibly even a thresher. This exhibit is a must for any aspiring engineers.

### **Farm Textiles**

In days past, many families on the farm didn’t get into town more than once a month (some even less). Without a trip to town there was not much of an opportunity to shop for clothes, blankets, and other cloth products. As a result,

most of these things were made on the farm. This exhibit and demonstration will show what some of these homespun products were and how they were made. You'll also see that many of these products, such as the quilts, were truly works of art.

## **Basketry Exhibit**

Baskets have many uses on farms around the world. They are used for everything from bringing laundry out to the line, to bringing water back to the house. They can be used for storage, transportation, and decoration. Stop in and see some of the different materials and techniques used to make these woven wonders. There will be several samples on display including a woven Adirondack backpack as well as demonstrations.

## **Root Beer Saloon**

One thing common to most farm towns is the local saloon. This was where people met after a long day in the field to swap stories and catch up with old friends. Take a break during the day at the Root Beer Saloon to get some soda or a snack. It's a great chance to have fun with your patrol or meet up with friends from other troops. The Stearns County Pioneer club will be selling drinks and snacks to support Pioneer Days, so bring a few extra dollars if you want to stop in.

## **Other Attractions**

There may be some additional attractions available during the day. We may have a western riding horse demonstration and exhibit. This will show some of the different equipment, or tack, and how to care for it and for the horse wearing it.

The Order of the Arrow members will be wearing Native American regalia in support of the evening's callout ceremony. They may have an encampment set up with a teepee and a display of Tribe paraphernalia. Information on the Animal Science, Farm Mechanics, Fingerprinting, Metalwork, Railroading, Textile, and Basketry Merit Badges will be available, along with a list of current councilors for each.

# **Evening Programs**

The following is a list and description of the programs for Friday and Saturday evening.

## **Friday Night Crackerbarrel**

Friday evening at 8:30pm, a crackerbarrel will be held for all Scoutmasters, Senior Patrol Leaders, and event staff. We will go over any last minute changes to the schedule and events, and will be giving out important information for the rest of the weekend. The crackerbarrel will be at

headquarters at the Arban church. Come on up to fill you tummies and feed your minds.

### **Vespers**

Reverend Donald McKee of Albany will lead us in an inter-faith vespers service at the Arban church at 6:30pm Saturday evening. A collection will be taken to support the World Brotherhood of Scouting, an organization that supports the continuation of scouting in third world nations and the rest of the world. Remember that a scout is reverent.

### **Campfire**

The 2000 Spring Camporee Campfire will begin at 7:00pm on Saturday evening. The OA is hosting a campfire, which is sure to be full of great skits, stories, songs, and entertainment. You won't want to miss it.

### **Order of the Arrow Callout Ceremony**

Immediately following the campfire, Lake Minnetonka Chapter Order of the Arrow will take the stage for the 2000 callout ceremony. This ceremony will recognize this year's candidates for induction into the National Honor Society of Scouting, the Order of the Arrow. We ask that all current Arrowmen wear their sashes and help recognize and welcome the new candidates. Arrowmen are also welcome to wear Native American regalia for the ceremony if they wish. If you would like your candidates recognized, elections must be completed, with the results turned in to the Lake Minnetonka Chapter, by April 19, 2000, or arrangements should be made with the Chapter Chief or Advisor. If you have any questions about eligibility and elections, contact Todd Ecklund.

### **Saturday Night Crackerbarrel**

At 9:30pm on Saturday, there will be a crackerbarrel for Order of the Arrow members. All new candidates are welcome to join in this opportunity to share and spread the brotherhood that is the Order of the Arrow.

## **Lake Minnetonka District BSA Spring Camporee Registration Form**

Troop \_\_\_\_\_  
Scoutmaster \_\_\_\_\_

Adults Attending: \_\_\_\_\_ x \$10.00 =\$ \_\_\_\_\_  
Scouts Attending: \_\_\_\_\_ x \$10.00 =\$ \_\_\_\_\_

After April 21, 2000 please add \$3.00 per person late fee:  
Late fee: \_\_\_\_\_ x \$3.00 =\$ \_\_\_\_\_

Total: \_\_\_\_\_ =\$ \_\_\_\_\_

**Please remember to have your tour permit and  
a complete roster of people in attendance  
ready when you check in at the camporee.**

Make checks payable to: **Viking Council BSA**

Send registration to: **Lake Minnetonka District Spring  
Camporee**

**Viking Council BSA  
5300 Glenwood Avenue  
Minneapolis, MN 55422**

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If you have any questions, please feel free to give me a call.

Steve Fuchs  
2000 Spring Camporee Chair  
(763) 591-9049