



2000 Fall Olympiad Camporee

Lake Minnetonka District

October 6-8, 2000

Springview Campground, Carver Park

Victoria, Minnesota

For centuries, men and women from all over the world have gathered to partake in the Olympic Games. In many cases, the athletes who have made it to the games have dedicated their lives to their sport. Ever since the Olympics began in Greece, teamwork, friendly competition, and sportsmanship have been essential parts of the champions' successes. These ideals are also held very high in Boy Scouting.

This October, shortly after the closing of the 2000 Summer Olympics, the Boy Scouts of the Lake Minnetonka District will gather for a weekend of scouting games and international displays. We will be honoring the high ideals and mix of global cultures that make the Olympic Games great.

Location

The 2000 Fall Camporee will be held at the Springview Campground in Carver Park, near Victoria, Minnesota.

From Highway 7

- Take Carver County Road 11 south from Highway 7 (about 8 miles west of Excelsior)
- Turn right (west) on Grimm Road (1/2 mile south of 7). Follow signs to the Springview site.

From Highway 5

- Take Carver County Road 11 north from Highway 5 (turn at the Victoria Dairy Queen)
- Turn left (west) on Grimm Road (2 miles north of 5). Follow signs to the Springview site.

SEE THE BACK OF THIS PACKET FOR MAPS!

General Information

Event Rules	Scout Oath and Scout Laws
Scoring	Troops, patrols and scouts will be judged on their patrol method, scout spirit and participation.
Check-in	Friday evening, or Saturday morning. See schedule. PLEASE have your campout roster ready at check-in.
Parking	<u>SEE REGISTRATION SHEET!</u> \$5.00 per vehicle per day, so please bring as few vehicles as possible. Trailers will be permitted in campsites, depending on ground conditions. All vehicles must be in designated parking areas.
Fires	<u>NO GROUND FIRES!</u> Use approved above ground unit or existing fire pits. Provide your own firewood.
Garbage	Pack it in, pack it out. No littering will be tolerated!
Latrines	Porta-potties and permanent latrines on site.
Water	Water is available on site.
Headquarters	In the Barn Basement at the Springview site.
1st Aid	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.

General Information (continued)

Fees	See pre-registration section.
Religious service	A scout is reverent. A non-denominational service will be available. See schedule.
Uniforms	Scout uniforms ONLY. No camouflage or military uniforms. Scouts and leaders are expected to be in full uniform for the Friday and Saturday evening programs as well as the flag-raising ceremonies.
Scout behavior	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

16:00-20:00	Check in and setup camp
20:00	Torch Processional Begins at HQ
20:20	Opening Torch Lighting Ceremony at HQ
21:30	Crackerbarrel for Staff, SPL's and SM's at HQ
22:00	Taps

Saturday

7:00	Reveille
7:00-8:30	Breakfast
8:30	Flagraising at HQ
9:00-9:15	Staff Briefing and Event Setup
9:15-11:30	Competitions
11:30-13:00	Lunch and Free Time
13:00-16:00	Competitions
16:00-17:00	Troop Chariot Races
16:30-18:30	Supper and Free Time
16:45-17:45	Cookoff Competition Judging at HQ
18:30-18:50	Vespers
Colors retired at dusk	
19:00-?	Campfire and Awards Ceremony
21:30	Staff and Order of the Arrow Crackerbarrel at HQ
22:00	Taps

Sunday

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

Special Events

In the spirit of the global involvement in the Olympic games, each troop will represent a country in our international community. Each troop's country will be determined by a drawing at the September roundtable meeting (If your troop is not present, a country will be drawn for you).

We are encouraging each troop to attend the camporee as delegates from their country. We would like each troop to have a 3x5 flag of their country for their campsite and the opening and closing ceremonies. We are also encouraging each troop to adorn their campsites and uniforms in the spirit of the nation they represent. Please remember to be tasteful and respectful.

Competition Events

All of our competition events are based on the theme of Olympic Games. 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 or "home" country flag. Each Senior Patrol Leader will be given score cards, for his troop, at flagraising on Saturday. Score cards are due at headquarters by 4:00pm Saturday.

Olympic Village 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. Flag of your "home" country
- D. Entryway with troop sign

II. Campsite and sleeping arrangements

- A. Tents pitched by patrol
- B. Campsite neat and orderly

III. Health, safety and sanitation

- A. Wood tools properly stored
- B. Garbage picked up
- C. Dishes washed and put away
- D. Cooking area clean
- E. First aid kit easily seen
- F. Fire attended or out, cold to touch
- G. Fire plan posted
- H. Fire located in proper area
- I. Fuels properly stored
- J. Food properly stored

IV. Menu planning, Duty roster

- A. Menu for all meals
- B. Duty roster posted

V. Pioneering project

- A. Rated on amount of crafts or detail to project

IV. International Adornments

- A. Rated on creativity and authenticity of your "home" country decorations

Note: The results of the Troop Campsite inspection will not be rewarded separately.

They will be part of the accumulative score for the Fall Camporee trophy.

International Cuisine Cook-off

Description: Each Patrol will be representing their “home” country in the cookoff. Each of those countries offers interesting and unique food to the global community. Some dishes may be commonplace in American culture, but others are very exotic, so do your homework. The more exotic the better, because the judges are willing to try anything! Be sure your entry is presented in good taste. (That also means it had better taste good!)

Purpose: To learn about the cuisine of your “home” country and to hone your outdoor cooking skills.

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

Overall

- Original name of entry
- Scouting and international 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 4:45 and 6:15pm Saturday evening. Patrols can sign up for a time slot prior to the Friday evening crackerbarrel, or Saturday during the lunch break if they wish. See staff at headquarters.

Olympic Match Lighting Ceremony

Description: In order to light the Olympic torch, you must first light a single match. Show your skill and finesse with a hatchet by lighting or splitting a match.

Purpose: To show that a scout is physically fit and mentally awake.

Objective: Patrol must first explain the fundamentals and reasons for fire safety when camping. Then, each patrol member can try to light or split three matches with a hatchet.

Equipment: Each patrol member should have his Totin’ Chip and Fireman Chit.

Scoring: 5 pts per split match 10 pts per lit match
Total patrol score divided by number of patrol members

Jacob’s Ladder

Description: The Jacob’s Ladder depends on agility. Speed, size, and strength are not much of a benefit here. Bring your balance, test your reflexes, and see if you can ring the bell.

Purpose: A scout is physically fit.

Objective: Each patrol member will get two attempts to climb to the top of the ladder, ring the bell, and climb back down.

Scoring: 5 pts per scout to reach the top of the ladder and ring the bell. 10 pts per scout who can climb back down. Patrol will get the average of the total score.

Olympic Ring Toss

- Description: For Many years, the 5 multi-colored, interlocking rings have been the symbol for the Olympic Games. Discuss the meaning of the games and do your best to form the Olympic symbol in the ring toss competition.
- Purpose: Learn the history and meaning of the games. Show your skill at the ring toss.
- Objective: Each participant has a chance to toss the five rings onto posts to form the Olympic Ring symbol.
- Equipment: Knowledge and history of the Olympic Games.
- Scoring: Each patrol member has a chance to earn one point per ringer. Bonus 10 pts for entire symbol. Final patrol score = average of patrol members scores

The Frisbee Discus

- Description: The discus has been part of the Olympics since the very first games in Greece. This event touches on the principles of the discus throw, but uses Frisbees to balance skill and strength.
- Purpose: Strength, aim, and controlled coordination.
- Objective: Thrower stands in a 6ft. ring. He can use any throwing method he chooses, but must stay in the ring. Each thrower will get 2 throws to try for distance. Each patrol will get 20 throws to try for accuracy. (Patrol should divide the accuracy throws evenly among its members.)
- Scoring: Distance: Patrol will be awarded 1 pt for every ten feet of the patrol's farthest throw.
Accuracy: Patrol will be awarded 2 pts for every bullseye.
Penalty: Patrol will lose 3 pts for every lost Frisbee.

Slingshot Marksmanship

- Description: Archery and rifle marksmanship have become some of the most popular Olympic events in recent history. Check your aim and skill at the slingshot firing range.
- Purpose: A scout is mentally awake.
- Objective: Use slingshots to hit a target from 20 ft. Each patrol member gets 5 shots.
- Scoring: Scoring is based, by patrol, on the results from their target.
- Note: This event will be operated under firing range rules to insure the safety of scouts and staff. Absolutely no horseplay will be tolerated during the events. Any scout not following the rules will be asked to leave the event and will be reported to his Scoutmaster. With cooperation, this event should be safe and fun for scouts and staff alike.**

Obstacle Course

- Description: Be prepared! There will be a wide variety of obstacles and scout skill tests to get through. Best time wins!
- Purpose: Overall physical fitness. Know your basic scout skills.
- Objective: Get through the course as fast as you can!
- Scoring: Average total time for patrol.

The Spoon Relay

- Description: Relay races have long been a part of the Olympic Games. Try out this relay as a patrol and see how you do.
- Purpose: Balance, speed, teamwork.
- Objective: Each patrol completes four circuits on a circular track. The baton is passed three times per circuit. The “baton” is a spoon with a tennis ball balanced in it. The runner must hold the baton with one hand only. If the ball falls, the runner may put it back on and continue.
- Scoring: Total time for patrol to complete 4 laps.

The Beach Ball Shot Put

- Description: This event is much like a standard shot put... .. without the shot. Instead of throwing an official Olympic weight sphere, you will be competing with balls of various weights and sizes. See how you have to adjust your tactics for each.
- Purpose: Finesse and/or strength
- Objective: See how far you can throw each type of ball. You must throw from inside an 8ft circle. The throw is measure from the edge of the circle. The throw must be a push off, shot put style throw (demonstrated by the staff). The distance will be marked where the ball first touches the ground. Each patrol member will have two chances for each type of ball.
- Scoring: Farthest patrol throw in each ball size/weight class. 1 pt for every 3 ft.

Tug-O-War

- Description: There’s nothing like a good ol’ fashion Tug-O-War to test the strength and teamwork of a group. In this event, just like you might have guessed, get your team on the end of that rope and pull for all you’re worth!
- Purpose: Strength and teamwork
- Objective: Each team tries to get the other team’s flag over the centerline marker. Each paired group gets 3 pulls.
- Scoring: Records of wins/losses kept by the staff

Knot Weight Lift

- Description: With the strong man competitions on TV, weightlifting events are more popular than ever. Although your patrol will need to lift a weight, they are gonna need some sharp scout skills to do it.
- Purpose: Know your basic scout skills -- KNOTS
- Objective: Use common scout knots to help your patrol do some heavy lifting.
- Scoring: Scored by patrol. Time to lift the weight. Minus 3 seconds for every correctly tied knot.

Bungy Ring Relay

- Description: In the Olympian tradition, we have another relay, but instead of balance or experience, you're going to need great patrol communication and cooperation to be successful here. Hint: When you all decide to walk away at the same time, you're off to a good start!
- Purpose: Teambuilding. Explore different methods of group communication.
- Objective: Using the Bungy apparatus, the patrol must pick up a full can, move it to a second point (determined by the staff) and empty the contents... ...all without touching the can by hand. You will get to try this several times with different rules to see how well your patrol can adapt.
- Scoring: Scored by patrol. Total time.

Hammer Throw

- Description: Similar to the discus and the shot put, the hammer throw has been part of Olympic competition since the very beginning. In this event, technique is every bit as important as strength so everyone has a chance to bring home the gold.
- Purpose: A scout is physically strong, Game safety
- Objective: Each patrol member has a chance to throw the hammer. The hammer must be thrown from inside an 8ft ring. The thrower can use any throwing style he chooses (the staff will demonstrate). Distance is measured from the edge of the ring to the point where the hammer first touches the ground.
- Scoring: Top 2 patrol throws. 2 pts for every 10ft.

Tent Building Relay

- Description: Success in this event will depend greatly on your camping experience. Speed will be a factor but winning will depend on your knowledge of camping equipment.
- Purpose: Skills in pitching a tent
- Objective: Your patrol must first choose an ideal spot for your tent, then move all of the tent parts from the staging area to the site, one at a time in tag team style. (Poles may all be moved in one turn. Stakes may all be moved in one turn.) The patrol then erects the tent as quickly and correctly as possible.
- Scoring: Total time from "go" to completed tent.

Football Kickoff

- Description:** Well, it's really a soccer ball, but since we're the only country to call it that, and this is an "international" event, it may as well be football. This competition tests your skill in this popular global game.
- Purpose:** A scout is physically strong, team sportsmanship
- Objective:** Each patrol member kicks one ball for distance. Distance is marked from the kicking line to the point where it first touches the ground. The patrol kicks 20 balls for accuracy. Each patrol member should have several chances at this.
- Scoring:** Top patrol kick gets 2 pts for every 10 ft. Patrol earns 1 pt for every ball in the target zone.

Volleyball Tournament

- Description:** Form a troop team to test your skills in the Great Olympiad Volleyball Tournament. When you're good enough to win, you'll get to come back and prove it again.
- Purpose:** Develop Troop Teamwork
- Objective:** This will be an elimination style tournament. Teams will be made up by troop (not by patrol). The judges' word will be final. Troops may sign up for initial timeslots at the Friday evening cracker-barrel.
- Scoring:** Games will go to 5 pts. Winners go on to the next bracket.

Olympic Medal Hunt

- Description:** To find just one medal made of bright Gold, may not be that big a deal we're told. But to find the Silver and Bronze, quite a feat. Can you bring home all three? That would be sweet.
- Purpose:** A scout is mentally awake. Use your powers of observation to try and bring home all three medals.
- Objective:** Three Olympic medals are hidden somewhere in the park. As a patrol, decipher the clues to see if you can find all three. Clues will be posted on the wall outside of headquarters hourly during the competitions.
- Scoring:** There is no scoring, but your patrol will get to keep the medals that you can find.

Troop Chariot Race

- Description:** The ancient Greek myths link chariot races with the hero Pelops, ruler of Mycenaean Pisa. In defeating King Oenomaus in a chariot race and winning Princess Hippodamia as his bride, he caused this race to become the romantic sport of the classical world. In the Olympic games, cities would often sponsor chariot teams in hopes that victory would bring prestige to the jockey and the city.
- Purpose:** A scout is physically strong and mentally awake. Display troop teamwork.
- Objective:** Two troops will race at a time. Teams consist of four "horses" or runners, and one "jockey" or rider. Teams will race one lap on a circular track. The results of the races will go towards the 2000 Fall Olympiad Trophy.
- Scoring:** Best time and best finish.

Evening Programs

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

Olympiad Torch Processional

At 8:00pm on Friday evening, the torch processional will begin. Each country may delegate one runner to carry the torch for a portion of the processional route. The route will begin at headquarters, go throughout camp and end up at the ceremonial fire ring where the 2000 Fall Olympiad Torch will be lit. **All runners should report to HQ by 7:40 to be briefed. One runner per troop please.**

Opening Ceremony

At 8:20pm Friday, the Opening ceremonies will begin at the ceremonial fire ring (just south west of headquarters) with the lighting of the 2000 Fall Olympiad Torch. This ceremony will officially kick off a weekend of great competition and sportsmanship. We will be honoring all of our visiting countries, so be sure to wear your uniforms and bring your flags. This ceremony will start promptly at 8:20 with the torch lighting, so you may want to be a few minutes early

Friday Night Crackerbarrel

Friday evening at 9:30pm, 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 in the basement of the barn.

Vespers

There will be a non-denominational vespers service held outside of headquarters at 6:30pm on Saturday evening.

Closing Ceremony

The 2000 Fall 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. This will be immediately followed by an authentic Olympic awards ceremony.

Saturday Night Crackerbarrel

At 9:30pm on Saturday, there will be a crackerbarrel for the camporee staff and Order of the Arrow members.

References

The following web sites may be useful in your troop's research into the history of the Olympics, your country and their involvement in the games.

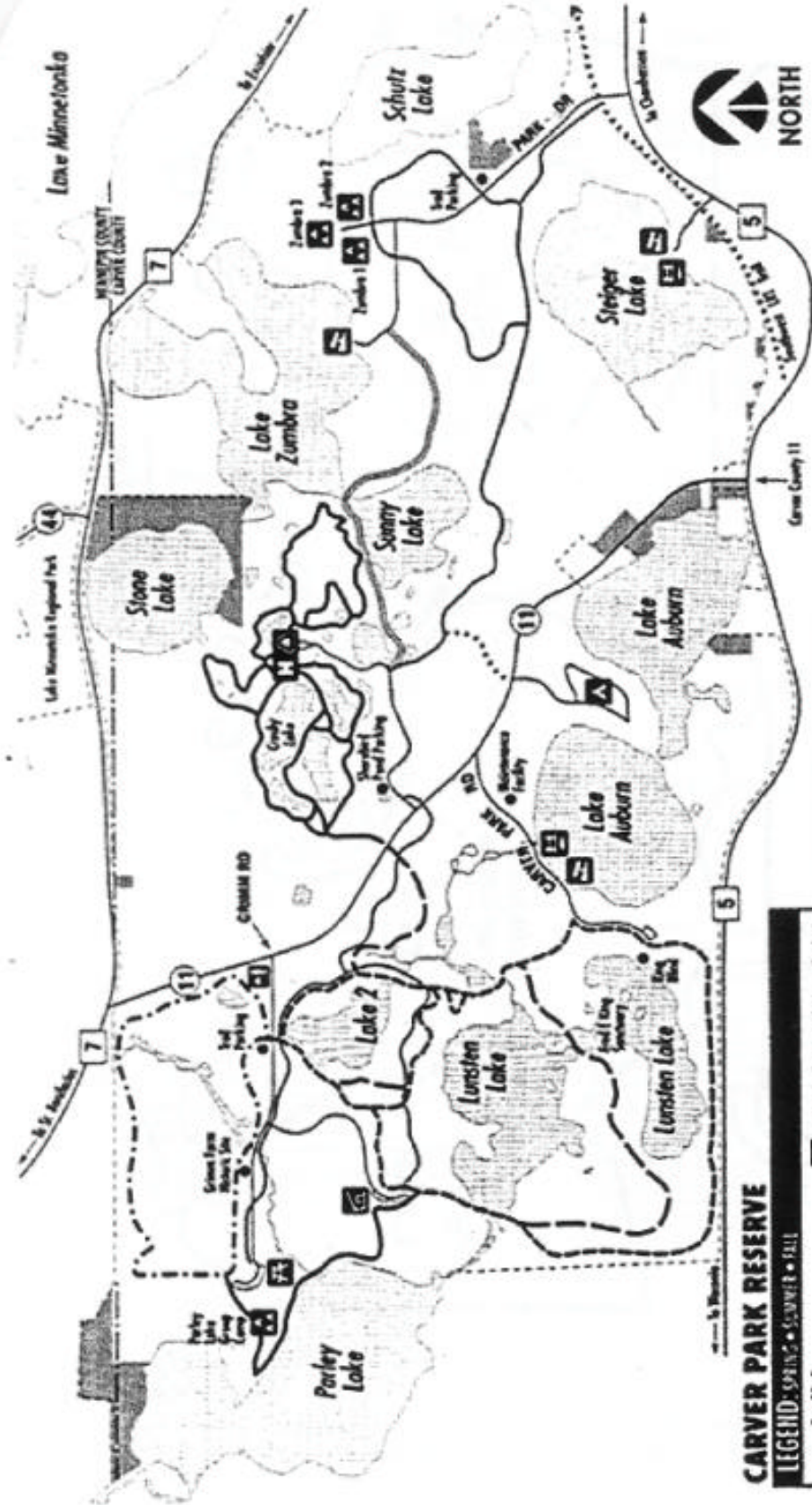
www.princeton.edu/~grevelle.html

www98.pair.com/msmanaco/almanac/

www.persius.tufts.edu/olympics/

www.ultraglobe.com/olympics/

Note: This packet is available online at www.vikingbsa.org/districts/lakeminnetonka/



CARVER PARK RESERVE

LEGEND: GREEN • SOLID • DASH

	7 mi. - 15 mi.		Bad Lunch - Deposed (Ships, Lumber)
	Approved Bad Area		Fishing Pier
	Deposed 1000 yds (Some with walk out)		Gifts/Books/Play Box
	Walking Only - 4.2 mi.		General Picnic Area
	Per Allowed on Beach - 2 mi.		Hobby/Information Play Area
	Area Bad - 1.5 mi.		Lake Auburn Campground
	Self Appropriate Bad		Lobby/Boat Center
	Waste Bad by Summer Areas		Information Picnic Area - 1.0 mi
	Park Boundary		Recreation Group Camp
	Park Road		
	Private Property		
	Service Road - No Access		
	Bad Lunch - Food (Lumber)		

HENNEPIN PARKS
Let's Go Play Minnesota

Accessibility: Hennepin Parks' goal is to make it possible for everyone, including persons with disabilities, to take advantage of Hennepin Parks and its offerings. For information about the most accessible areas or facilities, call 319 4372 or 319 4371 (200) weekdays.

KEY

- Road
- Stream
- Lake / Pond
- Parking Lot
- Drinkable Water
- Camping Area
- Event Trail
- Event Marker
- Ceremonial Campfire Ring

EVENTS

- 1. Volleyball
- 2. Match Lighting
- 3. Ring Toss
- 4. Tent Relay
- 5. Frisbee Discus
- 6. Knot Weight Lift
- 7. Football Kickoff
- 8. Bungy Ring Relay
- 9. Beach Ball Shot Put
- 10. Hammer Throw
- 11. Spoon Relay
- 12. Tug-O-War
- 13. Jacob's Ladder
- 14. Obstacle Course
- 15. Slingshots

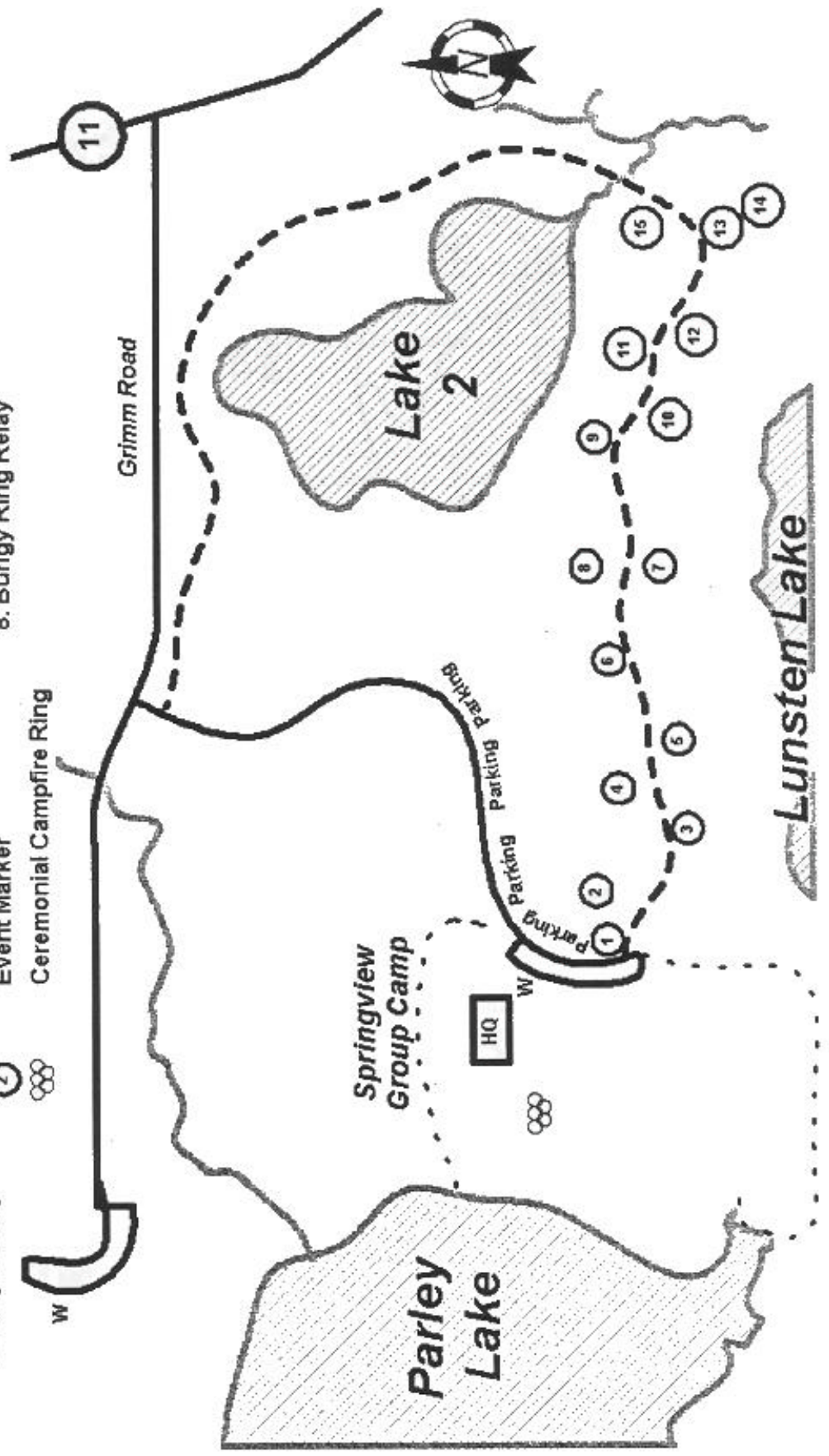
Parley Lake Group Camp

Springview Group Camp

Parley Lake

Lake 2

Lunsten Lake



Lake Minnetonka District 2000 Fall Camporee Evaluation

Please have Senior Patrol Leader, Assistant Senior Patrol Leader, and Scoutmaster fill out and return at check out. Each and evaluation will be read and considered in the planning of future Camporees.

1. What did you like best about the Camporee and why?

2. What did you like least and why?

3. What could have been done differently to improve this Camporee?

4. Were the events able to include all of your scouts? If not, which events presented problems and what were they?

5. How were the evening programs? Content okay? Too Long? Too Short?

6. Did you feel that the staff was knowledgeable and organized? Need to improve?

7. Did the information packet include all of the information you needed? If not, what should have been included?

8. Please rate the events on a scale from 1 to 10.
 1= Terrible! Never do this again. 10 = Loved It! Would like to see it again.

Event Name	Rating
Match Lighting	
Jacob's Ladder	
Ring Toss	
Frisbee Discus	
Slingshot Marksmanship	
Obstacle Course	
Spoon Relay	
Beachball Shot Put	

Event Name	Rating
Tug-O-War	
Knot Weight Lift	
Bungy Ring Relay	
Hammer Throw	
Tent Building Relay	
Football Kickoff	
Volleyball Tournament	
Medallion Hunt	
Camporee; Overall	

Comments:

We are always looking for willing volunteers to help out on Camporee staff. If anyone in your unit (youth or adult) is interested in staffing future Camporees, please write down their name and a way to contact them below.

Lake Minnetonka District BSA Fall Camporee Registration Form

Troop _____
Scoutmaster _____

Early registration fee (before September 22) is \$10.00 per person

Registration fee (After September 22) is \$13.00 per person

Date: _____

Number of Youth: _____ X \$10.00 = \$ _____

Number of Adults: _____ X \$10.00 = \$ _____

After 9/22: Total in attendance _____ X \$3.00 = \$ _____

Total: \$ _____

- Each registered troop will receive 4 one day parking permits. Any permits required beyond that will be the responsibility of the troop.

Please remember to have a complete roster of people in attendance ready when you check in at the Camporee. Please make sure you have permission slips and medical forms available for each person in attendance.

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

Send registration to: **Lake Minnetonka District Fall Camporee
Viking Council BSA
5300 Glenwood Avenue**