



Information Packet II

April 2001

Survival Through The Ages
Lake Minnetonka District
May 4-6, 2001
Baylor Park
Young America, MN

Man and animals have been forced to survive from the Stone Age all the way up through the Computer Age. This camporee will celebrate the ingenuity man has used to make it this far, and the instincts and sheer will nature exhibits each day in its struggle for survival.

Location

The 2001 Spring Camporee will be held at Baylor Park near Young America, Minnesota

From Highway 5

- Take Hwy 5 west to Young America, MN. Turn Right on Co. Rd. 33. Go about 2 miles, then follow the signs into the park.

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. Scout Spirit will be evaluated for tie breakers on skill events.
Check-in	Friday evening, or Saturday morning. See schedule. PLEASE have your campout roster ready at check-in. On site registrations will be handled at the Friday night crackerbarrel.
Parking	Parking is limited. Bring as few vehicles as possible. Troop trailers will be permitted in campsites. Vehicles MUST be in the parking lot!
Fires	<u>NO GROUND FIRES!</u> Use fire rings or approved above ground units. Troops must provide their own wood.
Garbage	Pack it in, pack it out. No littering will be tolerated!
Latrines	Permanent latrines and Porta-potties on site.
Water	Water will be available on site.
Headquarters	In the barn near the entrance, on the south end of the camping area.
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.
Fees	See pre-registration section. Webelos and Cub Leaders are invited as guests of the Lake Minnetonka District at no charge.
Religious service	A scout is reverent. A non-denominational, non-sectarian 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 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

5:00-8:00	Check in and setup camp
8:30-9:00	Opening Campfire
9:00	Crackerbarrel for Staff, SPL's and SM's at HQ
10:00	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
11:30-1:00	Lunch and Free Time
1:00-3:15	Competitions
3:30-4:30	Catapult Competition
4:30-6:30	Supper and Free Time
4:45-6:15	Cookoff Competition Judging at HQ
7:00-7:20	Vespers
8:00- ?	Campfire and OA Callout ceremony
Colors retired at dusk	
9:30	Staff and Order of the Arrow Crackerbarrel at HQ
10:00	Taps

Sunday

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

Evening Programs

Friday Night Crackerbarrel

Friday evening at 9:00pm, 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 in the park barn.

Vespers

There will be a non-denominational, non-sectarian vespers service. The location will be announced at the camporee.

Campfires

There will be an opening campfire on Friday evening to get the weekend started. This will be a great opportunity for fun and an easy way to get into the spirit of the weekend.

The Saturday evening campfire will be followed by the 2001 Lake Minnetonka Chapter Order of the Arrow callout ceremony. If you have any questions about OA eligibility or elections, contact Todd Ecklund at 952-472-5545.

Saturday Night Crackerbarrel

At 9:00pm on Saturday, there will be a crackerbarrel for the camporee staff and Order of the Arrow members. All new Order of the Arrow candidates are welcome.

Special Events

Each unit will have the opportunity to represent an era in human evolution (Stone Age, Bronze Age, Industrial Age, Computer Age, and Space Age) and showcase some of the survival hazards of that time. Troops can draw their “era” out of a hat at the April roundtable. Once you know your era, scouts can research survival in that period as well as decorate your campsite and clothing accordingly.

Competition Events

All of the events for the 2001 Spring Camporee will be based on the theme of survival through the ages. Since plants, animals, mammals, and humans have been around, they have had to adapt to the different changes of environment. We will learn how things have changed and how we have to adapt to the future.

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. Time period adornments
- 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

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.

Wild Game Cook-off

Description: The first basic need every organism has to survive is food. The capabilities to acquire and prepare food have changed significantly throughout the ages. Do the research on your troop's "era" to find out what kind of meal you can prepare. Be creative!!!

Purpose: Use your outdoors cooking skills to make a hot, tasty, nourishing meal.

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

Overall

- Original name of entry
- Scouting and 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.

CATAPULT COMPETITION

Description: You are surviving in medieval times. Your castle is under siege and you need to build a mechanism to defend yourselves. Each Troop designs and makes their own catapults and compete with other Troops

Specifications: 1. Catapults must be gravity powered. NO springs, bungies, air cylinders or ballistics.

2.Primary materials are wood and lashings. NO metal pipes, tubes or angles. Metal fasteners (nuts, bolts, screws, washers, and pins) ARE acceptable.

3.Maximum effective length (pivot to end) of throwing arm is 8 feet.

Objective: Each Troop will have the opportunity to load their catapults and shoot 3 different targets with 3 different projectiles. Scoring will be based on performance in the 3 different categories.

Reference: The publications from the Pinetree course have some good catapult ideas in them.

HOW MANY BEARS CAN LIVE IN THIS FOREST?

Purpose: Boys become “bears” to look for one or more components of habitat and identify a limiting factor.

Objective: Different colored jar lids are hidden in the grass/woods. Each boy must go and look for the lids and bring each one back one at a time. Each lid represents a different edible object. Each object gets credit for so much weight towards what a bear eats everyday. A bear eats an average of 80 lbs. per day. Be careful not to find toxic colored lids that can drastically reduce the life of a bear!!

Scoring: Determined by how much food (in pounds) they collect

OH DEER!!!

Purpose: Identify and describe food, water and shelter as three essential components of habitat. Recognize that some fluctuations in wildlife populations are natural as ecological systems undergo constant change.

Objective: Boys become either deer or habitat. 2 lines are formed across from each other with a distance of approximately 20 yards apart. One side is deer, the other habitat. The two lines have their backs towards each other. The deer decide which habitat they are looking for; food, water; or shelter. The habitat side will decide which of the three things it will be. The boy who will be water will put their hand over their mouth; for food they will put their hand on their stomach, and shelter will put their hands over their heads. When they all turn around the deer run to the habitat they are seeking. Whichever boy reaches it first gets that habitat. The habitat boy becomes a deer and the deer that didn't get a habitat becomes habitat.

MUSKOX MANEUVERS

Purpose: Muskoxen often are found in herds. Both sexes will vigorously defend the young, usually forming a circle around them, facing the threatening predator. Such a circle renders the animals relatively safe against predators, particularly wolves.

Objective: A couple of boys (wolves) will be trying to get past the adult muskox and get red flags out of boys (young muskox) pockets without having their own red flags removed from their own pockets.

Scoring:

FIRE WITHOUT MATCHES

Description: One of humankind's earliest triumphs was the ability to create fire. With it, early man could cook, keep warm, and ward off predators. Use either flint/metal striker; Magnifying lenses; Rub two sticks together. Start a fire, boil water

Purpose: Learn a useful survival skill

Objective: A pot will be hung over fire on tripod by staff once fire is started. Time stops once water comes to a rolling boil. Fire must stay within 12" X 12" marked square. Pot will hang 8 inches from firebase.

Scoring: Points minus minutes to start water boiling equals score. Flint and steel = 50 points; Magnifying lens = 60 points; rub two sticks together = 70 points

Patrol Equipment: Their own tinder, kindling and fuel. No accelerates to enhance ignition. Their own flint and steel, magnifying glasses or sticks.

SHELTER BUILDING

Description: The ground is too rocky for tent stakes. It's windy and raining, your patrol is wet and cold. Using your one 12' X 12' tarp and equipment provided by staff, build a tent like shelter for your patrol to spend the night

Purpose: Teach Square Lashing, Timber support

Objective: Build a tent covering for your patrol to spend the rainy night using one 12' X 12' tarp with grommets.

Scoring: Timed event, low score wins. Every correctly tied square lashing used in a supported role takes 10 seconds off your score

Patrol Equipment: Each Patrol should supply their own tarp. 12 x 12 tarp with grommets.

WHEEL-LESS TRANSPORTATION

Description: People still moved about before the invention of the wheel. This is your chance to find out how. Each patrol is given instruction to lash a travois using the materials provided. It will be capable of carrying one scout to a **predetermined point and back**

Purpose: Knot tying

Objective: Only square lashing will be allowed in the construction of the travois. Only materials provided by staff will be used in construction of travois

Scoring: Timed event starts when team starts travois construction and ends when team crosses finish line

Patrol Equipment: Knowledge of square lashing

FRONTIER KNOWLEDGE

Description: The key to human survival is our intelligence. American history is filled with stories of people overcoming adverse conditions by using what they know. This is a test of your frontier knowledge from the 13 colonies to Alaska. Some questions and answers will be posted around Headquarters area

Purpose: Knowledge of your Country's History

Objective: Each patrol member receives test and a pencil. Patrol members are separated by staff, no talking about test. Your test is picked up at time of infraction. 10 min. time

Scoring: Average of all patrol members taking test.

YUKON ADVENTURE

Description: Whether exploring the great American wilderness or sailing to open seas, the ability to navigate has been essential to the survival of humans in their travels. Scouts will get to navigate a course using both old and new technology.

Purpose: Compass/ Map Reading Skill. Introduction to GPS technology.

Objective: Scouts will navigate a course while bearing a burden and successfully return to the start in as little time as possible.

Patrol Equipment: At least one Magnetic Compass

Scoring Method: Total patrol time to finish and the number of benchmarks successfully located.

SURVIVAL ON THE ROOFTOP

Description: Keep the entire patrol alive while moving from place to place, stories above the “ground” in a modern metropolis.

Purpose: Patrol Team Building. Physical Dexterity.

Objective: Move the entire patrol from “rooftop” to “rooftop” the fastest without falling off. Patrol must cooperate with each other. If anyone falls off, the patrol must start over.

Scoring Method: Total patrol time to finish plus points for cooperation

APOLLO 13 CHALLENGE

Description: When things went wrong on the famous Apollo 13 mission, the astronauts were forced to make parts for their machine out of the few spare supplies they had on hand. Your patrol will be given a collection of items and a limited amount of time to accomplish a task. No specific design plans will be given. Your group must cooperate on designing and building an apparatus to perform the task.

Purpose: Group cooperation. Mechanical design skill.

Objective: Transfer fuel from the holding tank to the booster rocket using only the objects provided, within the allowed time period. Not all of the objects need to be used.

Scoring Method: Patrols will be scored based on the time to complete the device, the efficiency, ingenuity, or elegance of the device.

Other Events

Match Flicking

Spears

Man Must Communicate

Computer Game/ Demonstration

Old West Songs & Stories

References

- This packet is available online at www.vikingbsa.org/districts/lakeminnetonka/
- Check Pinetree course materials for Catapult design ideas.

2001 Spring 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. You will get your event patches when you have turned in an evaluation.

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
Wild Game Cookoff	
Catapult Competition	
Bears Game	
Oh Deer	
Tracks	
Muskox Maneuvers	
Fire W/O Matches	
Shelter Building	
Old West Stories/ Songs	

Event Name	Rating
Wheel-less Transportation	
Frontier Knowledge	
Yukon Adventure	
Survival on the Rooftop	
Match Flicking	
Spears	
Man Must Communicate	
Computer Demo/Game	
Camporee in General	

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 Spring Camporee, 2001 Registration Form

Troop _____
Scoutmaster (At event) _____
SPL (At event) _____
No. of Patrols _____

Early registration fee (before April 28, 2001) is \$10.00 per person

Registration fee (After April 28, 2001) is \$13.00 per person

Date: _____

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

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

After 4/28/01: Total in attendance _____ X \$3.00 = \$ _____

Total: \$ _____

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