



Information Packet

January 2001

Winter Beach Party Camporee
Lake Minnetonka District
January 25-27, 2002
Lake Minnewashta Regional Park
Excelsior, Minnesota

Location

The 2002 Winter Camporee will be held at Lake Minnewashta Regional Park near Excelsior, MN.

From Highway 5

- Turn North on County Road 41. The park will be on the left.

From Highway 7

- Turn South on County Road 41. The park will be on the right.

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 check-in or at the Friday night crackerbarrel.
Maps	A general map of the park including camping areas, parking areas, and HQ is included in this packet. A map including details and event locations will be distributed at check-in.
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 portable toilets on site.
Water	Troops must provide their own water.
Parking	Vehicles and trailers will not be allowed in sites. Weekend camping fees cover all parking passes.
Clothing	All campers should remember to dress accordingly for the weather and be prepared for changes in the weather.
Klondike Sleds	Units are encouraged to bring a Klondike style sled for Saturday's events.

- Downhill Sledding** There are several sliding hills available at the park. Scouts may bring toboggans or plastic sled for these hills (Klondike sleds are not allowed on sledding hill areas). These areas will not be supervised by camporee staff.
- Snow Shelters** If there is sufficient snow at the time of this event, units may build snow shelters in the designated camping areas. If you go out prior to the camporee to prepare your site or shelter, please contact Martin Walsh, at Carver Parks, at 952-467-4590 to let them know you are coming. Snow shelters must be destroyed before checkout on Sunday.
- Headquarters** See map. Headquarters will be available as an **Emergency Warming Shelter**. Units should make attempts to warm their members before coming to the warming shelter. Scouts must be accompanied by a unit adult in the warming shelter and are limited to ½ hour intervals.
- 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 at no charge. They should be guests of a troop.
- 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!
- Scoutmasters and SPL's:** Please go over this packet with your troop before the Winter Camporee. Note that some events will require patrols to supply their own equipment. A copy of the map and event rules may benefit each patrol during the events.

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 at headquarters (see map).

Vespers

There will be a non-denominational, non-sectarian vespers service held outside of headquarters at 7:00pm on Saturday evening.

Campfire

The 2001 Winter Camporee Campfire will begin at 8:00pm. See map for location.

Saturday Night Crackerbarrel

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

Schedule of events

Friday

5:00-8:00	Check in and setup camp
9:00	Crackerbarrel for Staff, SPL's and SM's at HQ
10:00	Taps

Saturday

7:00	Reveille
7:00-8:30	Breakfast
8:45	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
1:00-3:00	Competitions
3:15-4:00	Scoutmaster Sled Race
4:00-7:00	Supper and Free Time
Colors retired at dusk	
5:00-6:30	Cookoff Competition Judging at HQ
7:00-7:20	Vespers
8:00	Campfire
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

Competition Events



Golf

Description: Using the slide area in the park, Scouts will navigate a challenging winter golf course.

Purpose: Have fun, learn patience, and glove-eye coordination.

Objective: Scouts will move a tennis ball from the tee off area to a bucket set on its side.

Patrol Equipment: Hockey sticks as winter golf clubs - 2 per patrol

Scoring: Low score wins - total all scores by patrol members then divide by total scouts.



Coconut Bowling/Shuffleboard

Description: Coconuts are plentiful on most beaches, but if you are not hungry, there isn't much you can do with them. We have an option that will be fun for all; roll coconuts into a target area to earn as many points as you can.

Purpose: Have fun and work as a team to maximize scoring

Objective: All scouts have 3 tries to roll coconuts into a target area containing marked off areas with different point values.

Patrol Equipment: None

Scoring: Total scores divided by members in patrols



Limbo

Description: How low can you go? The limbo is a traditional dance that demonstrates limberness and balance. Here is your chance to demonstrate your dancing skills.

Purpose: Have fun and demonstrate how limber you can be in heavy winter-wear.

Objective: Bend backwards and move under the limbo stick while staying on your feet. Start with pole high and move lower.

Patrol Equipment: None

Scoring: Total inches divided by patrol members. We will also have an individual contest. Top 5. Two tries best score.

Coconut target practice



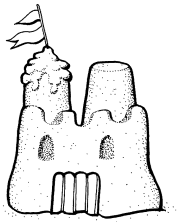
Description: In addition to the uses of coconuts that were mentioned in Coconut Bowling, coconuts can be used for target practice.

Purpose: Have fun and work as a team to maximize scoring

Objective: All scouts have three chances to score. Coconuts are tossed at three different size targets, at least nine in all.

Patrol Equipment: None

Scoring: Total score of all scouts in the patrol divided by number of scouts. Smaller targets are worth three points, medium worth two points, and large worth one point.



Snow Building (Sand Castles)

Description: With sand and beaches there is always sand castles being built and washed away by the ocean, while as ours will be built with snow (hopefully) and will melt away

Purpose: With skills and the Scouts' minds, the castles can be built as creatively as their minds allow.

Objective: Have fun in the snow and build what you want as your snow castle. Be it big or small, imagination is scored high.

Troop Equipment: Troops will need to bring shovels or tools to make castles. If you have snowmaking equipment – please bring it.

Scoring:	Troop Sign	5 points
	Tallest	5 points
	Shortest	5 points
	Castle looking	10 points
	Scout-related (in addition to troop sign)	5 points
	Imagination	15 points
	Appearance	10 points
	Trophies for first, second, and third place	



Camporeeball Volleyball

Description: Gather your troop of four patrols and join the volleyball tournament. If your troop does not have four patrols, we can join troops together. First round games will be assigned. This is a four-court volleyball game.

Purpose: The event requires teamwork and will challenge the patrols' ability to work together.

Objective: Each patrol of a troop will be assigned to one of the four quadrants of the court. You will be assessed points if you fail to hit the ball over the net or the ball is hit out of bounds, or more than three hits on your side of the net. The patrol with the lowest score will be the winner of each game.

Patrol Equipment: None

Scoring: See Objective section above.



Camporee Soccer

Description: Gather the troop for a fun rousing game of soccer against other troops at the Camporee. No need to sign up. We will assign each troop a first round game. The next rounds will be posted.

Purpose: The event requires teamwork and will challenge the patrols' ability to work together.

Objective: Teamwork

Patrol Equipment: None

Scoring: Standard soccer rules will apply.



First Aid Marathon

Description: Test your knowledge of first aid while covering the course for the best time. Make sure that you know the different first aid treatments for both the summer and winter problems. Refresh your knowledge of the different methods of transferring the injured patrol member from station to station.

Purpose: Teamwork and first aid knowledge.

Objective: Work together as a team to safely transport an injured patrol member.

Patrol Equipment: None

Scoring: Lowest time through the course and highest score at each station.



Hula Hoop

Description: You won't need a grass skirt for this hula. Every patrol member will assist in lowering the hoop to the ground without losing contact with the hoop.

Purpose: Coordination and teamwork.

Objective: On outstretched arms everyone in a circle will carefully lower a hula hoop to the ground without losing contact with the hoop.

Patrol Equipment: None

Scoring: Successful completion of the task in the shortest amount of time.



Outrigger Canoe Race

Description: Experience the transportation of a traditional tropic outrigger canoe.

Purpose: Teamwork and physical fitness

Objective: Navigate through the icy/snowy Minnesota landscape by pushing the canoe occupants to the finish line

Patrol Equipment: None

Scoring: Fastest time to finish the course



Sea Snake

Description: Native Americans played a similar game for many years by sliding a stick, which was in the shape of a snake, along open areas of snow and ice. Some snakes traveled over $\frac{1}{4}$ of a mile on one throw.

Purpose: Troop teamwork

Objective: Slide your snow snake as far as possible.

Patrol Equipment: Snow Snake

Scoring: Farthest slide.

Tug-O-War



Description: Tug of war has always been a game of strategy and strength. Our Winter Beach Party version will be no different. Come ready to outmuscle and outwit your opponent.

Purpose: Practice teamwork and demonstrate strategy and physical fitness.

Objective: Pull the opposing team across a line

Patrol Equipment: None

Scoring: Fastest time to pull other team across the line



Desert Isle Survival

Description: Survival is tough, especial on a deserted island during a Minnesota winter. Here's your opportunity to demonstrate your survival skills.

Purpose: Practice teamwork and thinking skills

Objective: Identify the correct items needed to survive in harsh conditions.

Patrol Equipment: None

Scoring: Greatest number of correct responses



Robinson Family Water Transport

Description: The Robinson Family Water Transport event is a patrol initiative exercise. The patrol is given a length of rope and a bucket, and instructed to get a bucket full of water (snow) over a tree limb and down the other side.

Purpose: Practice teamwork and thinking skills

Objective: Move a bucket of water/snow over a tree limb and safely down to the other side.

Patrol Equipment: None

Scoring: Based on the speed of completing the challenge.



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. Beach Party 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 (including liquid fuels)
- J. Food properly stored

IV. Menu planning, Duty roster

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

V. Scout Spirit project

Units may gain extra points for useful **pioneering projects** and/or a **Beach Party themed** campsite.



Luau Cook-off

Description: Traditionally, beach parties and food go hand-in-hand; think about Hawaiian luaus and clambakes. Lake Minnetonka's Beach Party Camporee will be no different. Each Troop should prepare and deliver a luscious meal to a group of culinary judges for their review.

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

Quality

Taste
 Ingredients
 Texture/ Temperature
 Special garnishments

Presentation of entry

Story; What is the history of your meal? Be imaginative
 Fanfare; How professional is your presentation?
 Aroma
 Written recipe
 Clean Hands
 Uniform

Judging will take place at headquarters between 5:00 and 6:30 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.



Pirate Treasure Hunt

Description: There's Pirate gold hidden out there somewhere, just waiting for the patrol with the quickest wits to find it. Just hope it doesn't carry the pirate's curse... Follow the clues and check your maps to see if you can find it.

Purpose: A scout is mentally awake. Use your powers of observation to try and capture the pirate's bounty.

Objective: A golden Conch shell is hidden somewhere in Lake Minnewashta Park. As a patrol, decipher the clues to see if you can find it. Clues will be given out at each of the competition events.

Scoring: There is no scoring, but your patrol will get to keep the Pirate Treasure if you find it.



Scoutmaster Dunebuggy Sled Race

Description: The surf's up and the dunes are peaked for some off-road fun. Only problem is that this beach doesn't allow wheels on the ATV's so you'll have to use your sleds. See if you can be the fastest troop through the Dunebuggy obstacle course.

Purpose: A scout is physically strong and mentally awake. Display troop teamwork.

Objective: Troops will race against the clock. Troops may enter more than one team, but all troops must have an opportunity to race once before any second teams can go. Only the best score from each troop will be recorded. Teams consist of four to six scouts. The Scoutmaster or an Asst. Scoutmaster will be the passenger.

Equipment: Each troop must supply their own Klondike style sled. Sleds should have two 8-foot ropes attached for pulling. (See the reference section for plans on building a sled.)

Scoring: Best time and best finish.

This event will be awarded separately as well as added into the score for the Winter Camporee Traveling Trophy

References

- * This packet is available online at www.vikingbsa.org/districts/lakeminnetonka/
- * Klondike Sled Plans Available at www.users.fast.net. Plans are also available in the 2001 Winter Camporee Information packet, posted at the Lake Minnetonka site listed above.
- * OPIK manual, No. 34040
- * BSA Field manual
- * BSA Snow Camping Venture manual

Lake Minnetonka District 2002 Winter 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
Luau Cookoff	
Pirate's Treasure Hunt	
SM Dunebuggy Race	
Volleyball	
Hula Hoop	
Coconut Target	
Soccer	
Bowling	

Event Name	Rating
Golf	
Sea Snakes	
Limbo	
Outrigger Race	
Isle Survival	
Water Transport	
Tug-O-War	
First Aid	
Snow Castles	

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 Winter Camporee, 2002 Registration Form

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

Early registration fee (before January 15, 2002) is \$10.00 per person

Registration fee (After January 15, 2001) is \$13.00 per person

Date: _____

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

After 1/15/02: 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 Winter Camporee
Viking Council BSA
5300 Glenwood Avenue
Minneapolis, MN 55422**

**D4 Winter 2002 Camporee
Acct. No. 226**