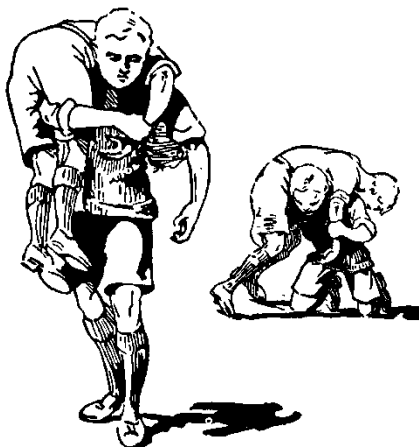




2019 Snake River Council Patrol Challenge Spring Camporee Guide



Dear Snake River Council Scouts and Scouters,

The Spring Camporee for 2019 will be a fun and challenging event for all of us. We are planning to lay out up to 10 or more games that are sure to test your Scout skills, personal mettle, patrol cohesion, and hopefully, sense of humor. As you will find in the wide variety of games, not all of them involve simple knot-tying skills; we hope some of them help push your patrols to the limits of their tenacity. About the games, not all of them will be supervised the same or require the same amount of time. We do expect Scouts to be patient as they wait to start the next game. **The games are organized for patrol-sized groups (5-7 Scouts) so please divide yourselves accordingly.** Upon check-in, inform us of both the total number of personnel in your party, and the total number of patrols participating in the games. Be sure to read this entire guide for there is important information throughout.

Please remember, **SAFETY IS OUR FIRST PRIORITY!**

CAMPOREE PROGRAM OUTLINE

1.0 CAMPOREE OVERVIEW

1.1 Camp Murtaugh is a Snake River Council camp. We must show our Scouting values and LEAVE NO TRACE.

1.2 Who Participates? All members and guests of the Snake River Council Boy Scout program are invited to attend and participate in this camporee.

1.3 When and Where. The 2019 Spring Camporee will take place from 5:00 p.m. Friday, May 3 through Sunday morning, May 5 at Camp Murtaugh. Camp Murtaugh is located approximately 19 miles Southeast of the Snake River Council office. Traveling from the Council office drive 2 miles south on Hankins Road (N 3200 E) to Highway 30 (Kimberly Road). Turn east onto Highway 30. Travel 6 miles and turn right onto E 3800 N to N 3800 E. Turn south and travel 1 mile into Hansen. At US-30 turn east and follow around for 9 miles to N 4475 East and drive around the curve to Camp Murtaugh. A map is included in this packet.

1.4 Registration. Registration details, including early cutoffs, pricing schedule, etc. Regular registration for the Camporee is \$15 per person, including Scouts, adults, and visitors. All attendees should be listed on the Unit Roster by name and rank/position (e.g. Bill Smith, ASM; or Mike Jones, Life Scout). Late registration begins on April 15, at a cost of \$25 each. All registration will be completed through the Snake River Council office.

1.5 Additional Adult Leadership needs. See Staffing Matrix.

1.6 Camporee Staff will meet to discuss stations, score sheets, and other details at 7:00 p.m. at a place to be announced later.



SCOUT GAMES... PATROL CHALLENGE CAMPOREE 2019

1.7 The following individuals are responsible for the Camporee program. If you have specific questions, please contact the individual responsible for the area or for general questions contact the Camporee Director

Scoutmaster	Carroll Cone Hounddog@cableone.net 208-320-0729
Senior Patrol Leader	Rand Hollenbeck rshollenbeck87@gmail.co 208-420-5649
Administration	Dona Cone gopherit@cableone.net 208-320-2450
Health & Safety	Joe Lemoine jlemoine@csi.edu 208-539-9774
Quartermasters	Tom Wangeman Thomas.Wangeman@scouting.org 208-731-8636
	Jeremy Johnson (jeremy4995@gmail.com) 208-329-0242
Awards/Campfire	Shawna Lemoine jlemoine@csi.edu 208-539-9773

2.0 PROGRAM INFORMATION

2.1 All units will be judged on how well each unit is using the E.D.G.E. Method with in their units.

This event is designed to be a boy led and patrol-level Scout Competition to test the team-work, Scout skills, ingenuity, and creativity of the Scouts. The games will be fun but challenging.

2.2 SCORING. Each station will have a Scouter who will record each patrol's final score. **However, there will be opportunities for each patrol to win extra points at various stations. Study your Scout history.** Study your Scout trivia (PROVIDED ON REGISTRATION PAGE). Solidify your Scout Wisdom and you may increase your points through the power of KNOWLEDGE. If one of your ADULT leaders would volunteer to be a director for an open area, your unit would be given 40 extra points...

Additionally, each patrol will be asked the same number of trivia questions, general Scout questions, and for examples of how they demonstrate the Scout law. The Scout Law questions will be for an individual in the patrol, with no patrol help. **These are worth 5 points each.**

The trivia questions are for the entire patrol to help formulate the answer, with the Patrol Leader providing the actual answer to be judged. **These are worth 3 points each.**

Each station is worth at least 5 points for participation and completion, but as much as 25 points for the best score (which may be the least/most iteration, the lowest time, or simply successfully completing the task).

2.3 SCOUT GAMES. The following scout games have been chosen for this Camporee and some extra credit games will start Friday Night at 8:00 p.m.

Each period is 40 minutes long and Scouts must be punctual.

NOTE: Bring a Compass. None will be provided. KNOW YOUR PACE COUNT.



1. SCOUT'S NOSE:

Event Director: TBA

Prepare a number of small glass jars, all alike, and put in each a different smelling article, such as chopped onion in one, coffee in another, rose-leaves, leather, aniseed, violet powder, orange peel, and so on. Put these jars in a row a couple of feet apart, and let each competitor walk down the line and have five seconds' sniff at each. At the end he has one minute in which to write down or to state to the umpire the names of the different objects smelled, from memory, in their correct order.

2. LOG HOIST:

Event Director: Jeremy Johnson

One Scout; judged on time. Throws a 30-foot rope over an 8-foot high crossbar 15 feet away. Run up and tie a timber hitch to a log (18 inches long). Hoist the log free of the ground and hitch the rope to a peg at your starting point. The log must remain clear of the ground.

3. FIRE BUILDING:

Event Director: Jared Evans

Each patrol will be given two stick matches and directed to a place where there are two poles driven into the ground. There will be two strings tied between the poles, one at 8 inches, the other at 12 inches off the ground. Each patrol can use any kindling found on the ground in the immediate area, **NO FIRE STARTERS WILL BE ALLOWED AT ALL.** This is to be a test of proper fire building, not of how much dryer lint you can pile in. Scouts are encouraged to bring something to strike the matches with. The fire lay cannot go above the lower string at any point or the patrol is disqualified. Once the lower string has been burned through, no additional materials may be placed on the fire. This encourages proper fire building, rather than just putting on tons of leaves.

4. BURIED TREASURE (Compass Game):

Event Direct: Nancy Staffen

There are 4 colored pebbles representing 4 locations with "buried treasure" set out in distances from the Starting Flag at set bearings. In accordance with BSA's Leave No Trace principles, nothing is being dug into the ground. The "buried" treasure is merely a colored pebble. The Patrol is given a compass. They can find the bearings and distances which they need to use on their Patrol scorecard. The bearings are: 85° for 30 feet, 170° for 45 feet, 65° for 60 feet, and 125° for 75 feet.

5. LITTER CARRY RELAY:

Event Director: TBA

Make a litter, carry a Scout the given distance. Dismantle litter, rebuild, and do again until 5 scouts are carried. Same Scout can be carried, but litter builders must be different. Build litter with no words?

6. BOARD WALK:

Event Director: TBA

2 8-foot planks with 4 rope loops attached in each board. 4 Scouts at a time put their feet in a loop in each board and the patrol must "walk" together a given distance, turn around, and come back. This is a timed event. Could include walking backwards. Could include side-stepping. Transport ping-pong balls, 3 at a time for a total of 12 balls. Balls carried on some sort of tray.

7. BELL TRIPOD:

Event Director: TBA

Patrol builds a tripod with a bell suspended from it. Patrol needs to carry tripod through a series of obstacles without ringing bell. Waypoints are checkpoints. If bell rings 3 times, return to last checkpoint. At least 3 Scouts are carrying/touching tripod at all times

8. FIRST AID STRETCHER CARRY:

Event Director: Shawna Lemoine

One Scout will be asked to volunteer to be "injured." The activity judge will ask the patrol to help the "injured" Scout by tending to his broken bones and carrying him back to shelter. The Scout will complain of a broken leg, collar bone, and arm. The splints nearby are for the leg; the bandages are for making an arm sling and tying back the arm to secure the collar bone. The nearby poles and blanket can be used for a stretcher



9. RAPIDS CROSSING:

Event Director: TBA

Two sides of a river will be marked using rope, the sides will be approximately 35 feet apart. There will be piles of sandbags(rocks) spaced approximately 7 feet from each other. Each patrol will consist of five Scouts. They will be given an eight-foot long 2x4 to use as a bridge. The goal is to have every Scout make it across the river and back without falling off the bridge or the rocks.

10. FLAP JACK RELAY:

Event Director: Sandy Hollenbeck

Each patrol needs to build a fire and cook a pancake. The pan is run to one end of the area, and the pancake is put on a plate. The plate is run to the other end of the area, and syrup put on the pancake. The plate is run to the other end again, and Patrol Leader eats the pancake. This is a timed event. Score based on total time, relative to other patrols.

11. COOKING FIRST AID:

Event Director: TBA

The patrol must deal with cooking-related first-aid situations. For instance, a sliced finger, hot sauce in the eyes, severe grease burn, internal poisoning, and allergic reaction.

12. INGREDIENTS KIM'S GAME:

Event Director: TBA

Patrols get two minutes to look at a large display of food ingredients. Then they must list everything they can remember. A point is awarded for each correct item listed, and a point is taken away for each incorrect item.

3.0 CAMPOREE ADMINISTRATION

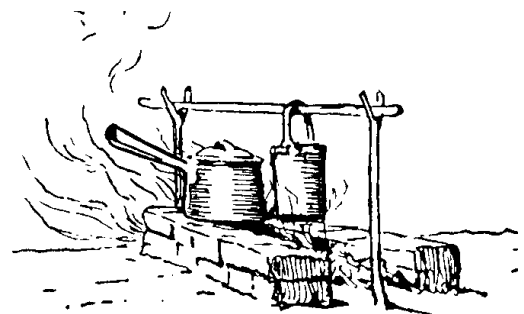
3.1 Pre-registration. Requested by April 15; the price goes up on 16th April. All units planning to attending will need to register at the Snake River Council office. This pre-registration information will be used to establish program plans and to assign campsite locations based on unit size. All Camporee Registration and payment must be done through the Council office. If your unit needs an exception to this, please contact the Snake River Council Office at 208-733-2067.

Refund Policy: Cold or wet weather is not a valid reason to cancel a camporee registration. In the highly unlikely event the Camporee is cancelled due to extreme weather conditions or other Acts of God, all pre-paid registrations will be returned. There will be no refunds to No Shows. All fees are due at least one week prior to the start of the Camporee. Fee refund requests will only be granted in cases of verifiable, major medical emergencies and with the approval of the course director and the Snake River Council Scout Executive.

3.2 Campsite Assignment. For units that pre-register, we hope to email a Camporee map, and other relevant Camporee information to you the weekend before the Camporee. We will be assigning camp sites at the CAMPOREE HEADQUARTERS. You will need to get your site assignment and a map before you enter the camping area.

3.3 Camporee Fees and Registration. The pre-registration cost is \$15.00 per Scout or Adult for the entire weekend, \$25.00 after April 15. This includes the camp fee, a Camporee patch, and materials for the various events. This fee should be paid in advance at the Council office. We will check to see if the fees were paid during the Friday night registration period and make any adjustments. Final registration will be between 5:00 p.m. to 6:00 p.m. Friday night and between 7:00 a.m. to 8:45 a.m. Saturday morning at Camporee Headquarters.

Changes and Cancellations. Registration glitches, changes, and cancellations must be coordinated through the Snake River Council office.



3.4 Traffic Control and Parking

VEHICLES MAY NOT BE LEFT AT THE CAMPSITE!!

Upon entering the Camp, go directly to the parking area, walk to the HQ building, get your Troop Campsite location. Then you may drive along the marked route to the campsite to drop your trailer. Then continue to the end of the runway, back onto the road (in the direction of travel- and back to the parking area.

ABSOLUTELY NO VEHICLES WILL MOVE THROUGH THE CAMPSITE AREA WITHOUT A WALKING GROUND GUIDE IN FRONT WITH A FLASHLIGHT.

BACKING UP REQUIRES NO LESS THAN 2 GROUND GUIDES.

UNITS MUST PROVIDE THEIR OWN GROUND GUIDES WITH FLASHLIGHTS.

Upon entering campsites, you will be traveling along a narrow pathway. Please do not stop along this pathway. You will be directed to the parking area. All troop vehicles will be parked in the designated parking area. All vehicles must be out of camp by 7:00 p.m.

You may leave your units equipment trailer at your campsite.

Troops are encouraged to car pool as much as possible and arrange to have as few cars as necessary remain at the Camporee parking site.

3.5 Locating Your Unit's Campsite. Each site is marked by your unit's number. Follow the traffic control signs to the parking sites.

3.6 Checking In and Paying Fees. Everyone in camp must be a registered Boy Scout. Upon arrival at the camporee, one adult leader from each unit and the Senior Patrol Leader or designate must check in at the registration tent. The SPL/Unit adult representative must bring the following:

- Roster of Scouts attending showing name and emergency contact info with health form. **No health form no attendance.**
- A copy of the unit's pre-registration form.

3.7 Leadership and Youth Protection. All units must ensure every adult attending the Camporee has a valid and current Youth Protection Certificate on file in the unit.

3.8 Emergency Contact. For emergency contact at this event see staff matrix.

3.9 FIRST AID AND MEDICAL EMERGENCIES. The First Aid Station will be set up near the HQ and prominently marked. All injuries or illnesses, even minor ones treated in the campsite, **must be brought to the First Aid station personnel for treatment and/or recording.**

3.11 Camping. Campsites will be assigned based on the number of Scouts and Scouters pre-registered. Late registering units may be camping in overflow areas. Remember this is a Scouting event **Webelos may not attend.**



3.12 Camporee Food

Each unit attending the Camporee will need to bring their own food and fire wood for cooking meals.

Remember to have your Scouts eat before arriving at camp. Plan for Saturday meals, and Sunday meals. There will be a Saturday evening troop meal cook-off. If you would like to participate in this event for extra points, be sure to indicate this on your registration form. This is a Scout only participation cook off. No leaders can participate. Because we are at Camp Murtaugh, it is important to effectively manage our waste, especially food waste. Excessive food waste on the ground will invite critters (both LARGE and small) into your campsite. Please make every effort to filter your food waste water through a screen to catch the solid particles, which can then be dumped into a bag.

Plan on taking your food/grease waste with you when you leave.
Burning grease waste in a campsite fire is not permitted.

A 4x4 wooden frame with a 4x4 section of window screen stretched and nailed, into place serves very well to filter your food waste water. Please try to build one and bring it with you).

3.13 Late Arrival and Early Departure. If a unit is not going to arrive Friday night, please indicate this on your pre-registration form. If you plan on arriving Saturday morning arrive early. Programs start promptly at 9:00 a.m. If your unit is going to leave Saturday night, make sure you indicate this on the final registration form. NOTE: Your campsite must be inspected by Camporee Staff prior to your unit's departure.

3.14 Check-Out Procedures. Each unit will receive a checkout and program evaluation form with the final mailing or at registration. Additional copies will be available from the Campsite Commissioners. After you have cleared your campsite of all unit and personal gear, policed the area, and thoroughly extinguished any fires, send someone to notify your Unit Commissioner or Camporee Staff. When the Commissioner arrives, he/she will inspect your camp and then sign off on the check-out/evaluation form. After the Religious Services Sunday morning, bring your signed form to the Camporee Headquarters. **All units should be out of camp by noon.**

3.15 Camporee Patches and Ribbons. Hopefully Camporee patches will be given at checkout and ribbons at the camp evening campfire. Should circumstances beyond our control prevent patches from NOT being available until AFTER the Camporee, they will be distributed at the next Roundtable.

3.16 Parental Authorization. In case of serious injury or illness requiring emergency medical services or hospital treatment, a health history record and permission form signed by a parent or guardian are required. This form must be accessible to the adult leader/leaders at all times. If a Scout is brought to the First Aid Station for any type of treatment, his parental authorization form should be available for review by the Camporee staff. **Every participating unit should have a current BSA Class I or II health form for every participant.**

3.16 Religious Services. The 12th part of the SCOUT LAW is a "Scout is Reverent." The Staff will provide a Sunday Scout's Own Service Sunday morning at 9:00 a.m.

4.0 CAMPING GUIDELINES

4.1 The Campground. Remember this is a Boy Lead Program and Leaders are encouraged not to setup your campsite. Please use the E.D.G.E. Method to help Scouts setup the camp site or in the program areas when programs are in service.

The areas OFF LIMITS are: ALL BUILDINGS NOT BEING USED, STRUCTURES, AND THE LAKE.

4.2 Ground Conditions. The camping area will be in relatively flat grassy areas with limited tree cover. There are low spots, so rains may make many of the sites muddy. Protect your tents by bringing sturdy ground cloths and protect your body by bringing foam pads or air mattresses for a good night's rest.

4.3 Natural Habitat. No trees, shrubs or bushes will be cut within Camp Murtaugh and wood at camp is very limited, if any. You will need to bring your own wood for your campsite fire for burning. Do not molest or interfere with the area's wildlife.

4.4 Tent Ditching. There will be no tent ditching or other changes made to the ground contours to improve campsites.

4.5 Ground Fires. It is recommended that units bring their own stoves, grills, and fuel for cooking. Liquid charcoal lighters are not allowed. **LEAVE NO TRACE! This means that you should NOT be digging fire pits – all fires should be constructed in existing fire pits and fire pits must be clean when you checkout. All unburned wood or charcoal must be burned or taken out with your trash.**

If you plan to have an evening fire you will need to bring your own firewood.

4.6 Use of Liquid Fuels IS NOT PERMITTED.

4.7 Availability of Water. Water spigots are available at each camp site. Water bottles/canteens should be carried during the program times. Proper hydration is key, to keeping our Scouts healthy. To avoid the serious consequences of dehydration, ensure everyone regularly consumes water, especially as they travel to and from program areas and while in the areas.

4.8 Latrines. Hopefully the new bathroom will be complete. (will be like the bathroom at Camp Bradley) if its not completed Porta-a-Johns will be available at convenient locations around the Camporee area. Please respect them and keep them clean.

4.9 Trash. Every unit needs to bring a supply of plastic trash bags to securely bag their own trash. A single dumpster belongs to the resident family and is NOT for Scout use. **We are required to carry our trash out.** Please keep the campground clean and do not leave bags of garbage unattended; wild animals and birds love unattended garbage.

4.10 Lost & Found. Any items found should be turned in to the registration tent. Items may be claimed during the camporee or at the Snake River Council Service Center.

5.0 CRACKER BARREL. For units that pre-register, we hope to email a Camporee map, and other relevant Camporee information to you the weekend before the Camporee.

5.1 Each campsite will be asked to bring a contribution to the cracker barrel on Saturday evening.

5.2 The Cracker Barrels will be held at 8:45 p.m. on both Friday and Saturday evenings.

5.3 Friday evening cracker barrel will be a campsite event where your unit can have some alone time.

5.4 Saturday evening cracker barrel will be a Scoutmaster Camporee Cracker barrel cook-off. Here is where the Scoutmasters can show off their Dutch Oven cooking abilities. Scoutmasters will need to bring the necessary items for their cook off. If a Scoutmaster wishes not to participate, the campsite will still need to bring a contribution to the cracker barrel. An award ribbon will be presented after judging. If you plan to participate, be sure to check the box on the registration form.

5.5 Staff challenges all the Scoutmasters...

6.0 CAMPOREE RULES

6.1 Law of the Camporee. As in all Scouting activities, the Scout Oath and Law will be the Law of the Camporee. Any individual, who does not act, as he or she should, may be putting their unit's future Camporee privileges in jeopardy and jeopardizing future Camporee privileges of the Snake River Council. Unit Leaders are reminded that their Scouts should have adult supervision at all times. At least one adult must be present for every 6 youth members, but no fewer than two adults (two deep leadership). At least one adult must be a registered Scouter, 21 years of age or older. At least one adult must have completed Youth Protection Training. **Units that do not comply with these rules will be asked to leave immediately.**



SCOUT GAMES... PATROL CHALLENGE CAMPOREE 2019

6.2 Pick-up Trucks. The Boy Scouts of America regulations state that Scouts may not ride in the back of pickup trucks. This rule will be strictly enforced at the Camporee. It is the unit leaders' responsibility to assure that all Scouts are transported in safe vehicles with adequate seat belts.

6.3 No Flames in Tents. Cooking or lighting with OPEN FLAMES of any kind is not allowed in any tent. Electric battery lanterns and flashlights are strongly recommended.

6.4 Proper Uniform. BSA Field Uniforms (Scout shirt and Scout pants or Scout shorts with proper socks) should be worn Friday night, all day Saturday, at the Saturday night campfire, and Sunday for the Religious Services.

6.5 Discipline. Leaders will be responsible for the behavior of their Scouts at all times. Adult Leaders will circulate through the events in which their Scouts are participating. If no adult leader, the Scouts will not be able to participate. Adult Leaders are asked to discourage unit ball/Frisbee games and urge boys to focus on Camporee activities. Sports equipment is not allowed at the Camporee. All electronic equipment is permitted at Camporee, if used as scouting tool. If not used as a Scouting tool, they should be left at home.

6.6 Quiet Hours. All units will be subject to quiet hours and lights out from 10:00 p.m. to 6:30 a.m. Leaders at each campsite are responsible for enforcing quiet hours and lights out.

Be attentive – do not make another unit's leader discipline your Scouts.

6.7 Knives. Sheath knives and knives with blades longer than 3 inches, except cooking knives, are not allowed at the Camporee. If any are found, a member of the Camporee staff will confiscate it, hold them for the remainder of the Camporee, and returned to their adult leader at check out. No exceptions. Folding knives that are in a case or worn on a belt are permitted.

6.8 No Alcoholic Beverages. No alcoholic beverages of any kind are allowed at the Camporee.

6.9 No Firearms. For safety reasons, firearms, pellet guns, BB guns, bow and arrows, or slingshots of any kind are not allowed at this Camporee.

6.10 No Fireworks. Absolutely no fireworks are permitted,

6.11 No Vandalism. Anyone caught vandalizing property will be reported to the proper authorities and asked to leave.

6.12 No pets or animals. No pets or animals are allowed at the camporee. Service animals will be permitted.

6.13. Electronic equipment. This Camporee is a WiFi free Zone; no electronic games, etc. are permitted.



6.13. Camp Schedule

Campers Schedule of Events

Time	Event	Location	Notes
<i>Friday</i>			
3:00 p.m.	Check-In Opens	Registration Tent	SM & SPL with Roster
7:30	Orientation	Registration Tent	SM & SPL with Roster
9:00	Cracker Barrel	Unit Camp Site	
9:45	Taps		Quiet Hours
<i>Saturday</i>			
6:30 a.m.	Reveille		
7:00	Breakfast	At campsites	
7:45	Flag Ceremony	Parade Ground	Morning Announcements
8:00	Programs Opens		
12:00 p.m.	Programs Close		
12:00	Lunch	At campsites	Key 4 mtg
1:20	Programs Opens		
4:55	Programs Close		
5:00	Dinner	At campsites	
7:30	Flag Retrieval	Parade Ground	
7:45	Skits & Songs	Fire Bowl	Staff presentation
8:30	Cracker Barrel	HQ	SM Cook off
9:15	Campsite time	Campsites	Quiet Hours
10:00	Taps		
<i>Sunday</i>			
6:30 a.m.	Reveille		
7:00	Breakfast	At campsite	
8:30	Flag Ceremony	Parade Ground	
8:40	Services	Fire Bowl	
9:00	Campsite take down	Campsite	Staff take down
10:00	Check out	Registration Tent	

Unit Registration
Snake River Council
2019 Spring Camporee

Unit Number _____ Unit Type _____ Unit Gender _____

Unit Leader's Name _____ Phone Number _____

Unit Leader's Email _____

Second Unit Leader's Name _____ Phone Number _____

Do you plan to arrive late? Yes _____ No _____ Time of arrival _____

Will your unit be camping during the weekend? Yes ____ No ____

Number of Patrols _____

Do your Scouts plan to participate in the troop evening meal cook-off.

_____ yes _____ no

Does your Scoutmaster/Assistant Scout master plan to participate in the Dutch Oven cook-off?

_____ yes _____ no

Please indicate any special needs your unit may need

Scouts attending _____ X \$15 = _____

Adults attending _____ X \$15 = _____

Scouts paying after April 15th _____ X \$25 = _____

Adults paying after April 15th _____ X \$25 = _____

TOTAL FEES \$ _____

Troop Roster

<u>Troop No:</u>	<u>SPL:</u>	<u>SM:</u>		
<u>Patrol Name</u>				
<u>Scouts</u> (Names of Scouts in Patrol)				

Present this form AND a completed Medical information form (Parts A and B) for each attendee when checking in at the event!

Medical forms will be returned to the Scoutmaster at the completion of registration.



