

Western FUNtier

BUFFALO TRACE COUNCIL SPRING CAMPOREE



Old Ben Scout Reservation

AUGUST 27-29, 2021

CHECK IN TIME: FRIDAY, AUGUST 27 FROM 4:00 TO 8:00PM

CONTACT INFORMATION:

ADAM WHITE (ADAMBSA383@GMAIL.COM)

812-618-8234

GRANT BURNETT (GRANT.BURNETT@SCOUTING.ORG)

812-423-5246

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Calling all SOUTING BSA members!!!!!!!

The Wild West needs your help

An Exciting weekend has been prepared for you and your unit to help you learn How the West was Won. It is designed to be fun and exciting. We have many entertaining and useful programs to help your Scouts learn and have fun. Please share this information with your Scouts. The weekend is competition based; with learning stations and units' **ingenuity**.

WEBELOS are invited to attend this event. They **must** be assigned to a Troop for registration. WEBELOS will camp with their assigned Troop, if a WEBLOS unit needs help in finding a troop for this event, please contact the event leaders. (information provided on the cover page). We encourage Troops to reach out to WEBELOS in their area to invite them to this exciting event. This Camporee is a great recruitment tool for your units and the Scouting BSA!

Units will be assigned to a campsite; each campsite will work as a **unit** to accomplish tasks throughout the weekend. Working together as a community is one of the goals of our Scouting BSA mission. We can learn from one another and grow through one another's strengths and help others with their challenges. We encourage campsites to work together on certain competitions.

Here are some merit badges and skills that may help your units have fun and be successful during this Camporee: {see endnotes for more information}

1. **Wilderness Survival** (*Let's be serious, this can help in so many ways*)ⁱ
2. **Swimming** (*not used at this Camporee, but very helpful; Cowboys had to cross many rivers to drive their cattle.*)
3. **Projectile skills** (*Archery, Tomahawks, shooting and sling shots*)ⁱⁱ
4. **Backpacking** (*Cowboys have to limit their supplies to what they can carry*)ⁱⁱⁱ
5. **Orienteering** (*can you find our way, using the stars and location of the sun?*)^{iv}
6. **Leave No Trace** (*We don't want cattle rustlers to find us and steal our cattle.*)
7. **1st Aid** (It can be dangerous on the cattle trail)^v



See the next few pages to encourage your Scouts on how to be prepared for the Wild West

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Howdy ya'll.

We're going back to the Wild West.

Bring your Cowboy hats and join the fun in the Wild West (Old Ben). We're planning a great event for ya'll.

Cowboys are Prepared...

Living in the Wild West was a challenge. We needed to have all the right gear to be ready for the elements and keeping the critters at bay.

- **Footwear**
Cowboys always had sturdy boots to keep their ankles injury free and feet water free. Be sure to bring your boots for safety
- **Navigating using stars and sun^{vi}**
We didn't have GPS and cell phones to help us along our travels getting cattle to market. We used the stars and location of the sun to guide us along the way. *(Cell phones are not necessary and should be given to your Scoutmaster for the weekend.)*
- **Water bottles**
The Canteen or water bottle was very important in the arid dessert. You never know when you will come up to the next stream in the wild west.
- **Water purification tablets**
When clean water is scarce, these bad boys are essential. *(Modern invention, but it will save you many trips to the bathroom.)*
- **First-aid kit**
Driving cattle across dangerous terrain can cause injuries to you and your fellow cowboys. Be Prepared for any emergencies.
- **Sunscreen**
This is a modern invention, but it's helps prevent many sunburns.
- **Flint 'n' Steel**
Lighters weren't invented yet. Start your stoves and fires with the good old fashion of flint 'n' steel.
- **Rope**
A Cowboy always has a need for a good 20 feet of rope.
- **Pocket knife**
A survival classic – it's like carrying an entire toolbox around in your pocket.

Survival essentials

- **Water**
The essential of life. How will you find drinkable and cook-able water?
- **Food**
Hunting, fishing and trapping food is crucial to survival, but what do you do with it once you get it? Chili has been a staple for many Cowboy camps. This year's camporee will have a Chili cook off. *(more details later*

Proposed Schedule: *(subject to change, final schedule and campsite assignments will be sent 1 week prior to Camporee)*

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DAY	TIME	EVENT	Location
FRIDAY	4:00-8:00	CHECK IN	Parking Lot
	7:00-10:00	Cowboy Sing along and games with Photo Booth	Dining Hall
	9:00-9:30	SPL AND ADVISOR MEETING	Dining Hall
Saturday	6:30	FLAG CEREMONY	Parade Field
	6:45-7:45	BREAKFAST	Dining Hall
	8:00-9:00	STATION 1	see assignment
	9:00-9:10	ROTATION	OBSR road
	9:10-10:10	STATION 2	see assignment
	10:10-10:20	ROTATION	OBSR road
	10:20-11:20	STATION 3	see assignment
	11:20-11:30	ROTATION	OBSR road
	11:30-12:00	LUNCH	Trail meal
	12:10-1:10	STATION 4	see assignment
	1:10-1:20	ROTATION	OBSR road
	1:20-2:20	STATION 5	see assignment
	2:20-2:30	ROTATION	OBSR road
	2:30-3:30	STATION 6	see assignment
	3:30 - 3:40	ROTATION	OBSR road
	3:40 - 5:00	Gold & Gem AUCTION (meal supplies)	Campfire site
	5:10 - 7:30	DINNER AND CAMPSITE fellowship	campsites
	7:45 – 8:15	MEAL JUDGING	Dining Hall
8:30-10:30	CAMPFIRE/OA CALLOUT (No Vehicle traffic)	Campfire site	
SUNDAY	8:00	CHAPEL (<i>A Scout is Reverent</i>)	Chapel Site
	8:30-11:00	CLEANUP (SITE INSPECTION) [<i>LNT!</i>]	get out of here. ☺



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Stations to help you have fun in the West:

PROGRAM			
Station #	Skills	Location	Descriptions and Unit Preparations
1	Archery	Archery range	Learn and practice the hunting techniques of the wild west
	Tomahawk		
2	BB Guns	Rifle Range	Once firearms were introduced to the wild west, hunting became more prevalent
	Sling shot		
3	Roping	QM building and Handicraft	Getting the cattle to market is your primary goal. You need to learn how to lasso a cow. Branding and blacksmithing are also important tools for the wild west.
	Branding		
	Leatherwork		
4	Gold panning	Dining Hall	Learn the art of panning for Gold and the importance of leatherwork in the Old West
	Blacksmith		
	Horse Exhibit		
5	Obstacle Course	Waterfront	Leaning to hide and get around
6	Stage Coach race	Waterfront	Build a stagecoach using pioneering skills and use it to race with your Scoutmaster in the Stage Coach and the Scouts as the "horses."



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Details of the weekend:

- **Arrival time:** 4:00–8:00 pm Friday evening. If you are unable to check in at these times, please contact the organizers. It is very important that the SPL of your unit attends the meeting at **9:00 pm**.
- **Meals:**
 - **Friday Dinner:** Not provided by the Camporee. Please eat before arriving to camp.
 - **Friday Cracker Barrel:** Provided for the SPL's and SM's only at 9:00 pm. Units may provide their own Cracker Barrels.
 - **Trading Post:** Scouts and leaders are welcome to visit the Trading Post for Western refreshments. (*Bring money*)
 - **Saturday Breakfast:** Provided by the dining hall after flag ceremony.
 - It is important to remember that the cooking staff will have over 500 individuals to serve within 1 hour. Please fill up tables as directed by the Camporee staff. Once you are finished with your breakfast, please, courteously, police your site and leave Dining Hall for others to eat.
 - **Saturday Lunch:** A trail lunch will be provided to the SPL at the SPL meeting. Please provide an accurate count of unit members, including adults. Lunches will be given to the SPL at the end of the SPL meeting on Friday night. Questions, contact organizers.
 - **Saturday Dinner:** Each unit will provide their own dinner, with the exception of the competition dinner, see page 8 for details.
 - **Sunday Breakfast:** Provide by your unit. The camporee staff will NOT be able to provide a meal at this time. They have worked hard this weekend and would like to see their families and/or sleep. (*Please convey your appreciation to their dedication*).
 - **Trading Post:** The Trading post will be open throughout the weekend. It will offer many treats relating Western themed treats. Bring money to spend at the Trading post.
- **Male and Females Units:**
 - Scouts BSA includes both genders in our program. It is important that we provide all individuals with proper Youth Protection guidelines.^{vii}
 - **Camping:** Units will be assigned a campsite upon arrival. Male tent areas should be separated from female tent areas, as well as adult and youth tent sites. For some units, it will be a new concept, for units that have a Co-Ed Venture crews, it is a standard practice. WEBELOS Scouts are still required to have a parent/guardian attending with their child. Please use Youth Protection Guidelines when all camping situations occur. If you have any questions, please contact the organizers or Council office.
 - **The Shower house** will have a youth male and youth female shower area as well as an adult male and adult female area. These areas will be strictly enforced. Please inform your unit(s) of this policy.
 - It is very important to have **all** your **adult participants** trained in the most current Youth Protection training. If you have questions, please contact the organizers or the Council office. The training is available online or by appointment by your District Training Chairperson.



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Let's get back to the fun stuff:

We have competitions to keep your Scouts excited!!!

1. Friday Evening:

We will have Cowboy songs with our local Cowboy guitar band. The Trading post will be open for refreshments to purchase. Games will also be going on during this evening fun get-together. Wear your cowboy hat and boots and get fired up for a fun evening and weekend!



2. Gold and precious Gems:

- a. A Scout/patrol/unit/campsite will earn gems and gold for doing good deeds. These good deeds can be determined by camp staff, adult leaders, OA members, or participating Eagle Scouts. If a Scout demonstrates a good deed, he/she may be awarded one or more gold nuggets or gems.
- b. A Scout demonstrating the values of Scouting Spirit may receive a "gold nugget." Specific leaders will be able to give Scouts these coveted gems and gold. Other Camporee members may give them to Scouts/patrol/troops/campsites for demonstrating "Scout Spirit."
- c. Gold and gems can be awarded to a Scout/patrol/unit/campsite for completing specific tasks at a station. Scouts may be judged by the station leader (Scout spirit, attention to detail, proficiency of the tasks).
- d. Campsites will be inspected for cleanliness, organization and safety. A campsite will earn coins for these key protocols. (Scout Law: A Scout is Clean)
- e. Gold and Gems can also be found at the Gold panning station.
- f. You may see some gems and gold along your trek throughout your journeys to each station. Use your *Eagle* eye to find these coveted items as you walk around the camp.
- g. **So, why are these coins important, ... See section 3.c.**

3. Cooking Competition:

- a. Chili was a common food for Cowboys on the trail.
- b. With this concept, we have decided to have a cooking competition. Each campsite will provide meal supplies earned at the Auction at 3:40 in the Campfire area. We encourage each unit to come up with recipes for this competition and **decide by campsite**, which recipe to use. (Remember, teamwork)
- c. **Remember the Gold and Gem competition on Section 2 above?**
 1. At 3:40 at the Campfire circle, your campsite can use your coins to "**buy**" ingredients for your competition meal!!!!!!!
 2. We will have many different ingredients to help improve your **Chili meal**. Remember, since the Camporee committee will be tasting your "*inventions*" we want to be able to **swallow** and **enjoy it**. (Would you be able to survive with this meal?)
 3. Different units may use their provided supplies, or the campsite can work together to make the most awesome Chili ever.
 - a. Only one meal will be judged for each campsite. Each campsite will decide which unit will be judged for the site competition.
 - b. The Chili to be judged will be presented to the judges at the dining hall at 7:45.
- ii. For Unit dinners, each unit should provide their own dinner.



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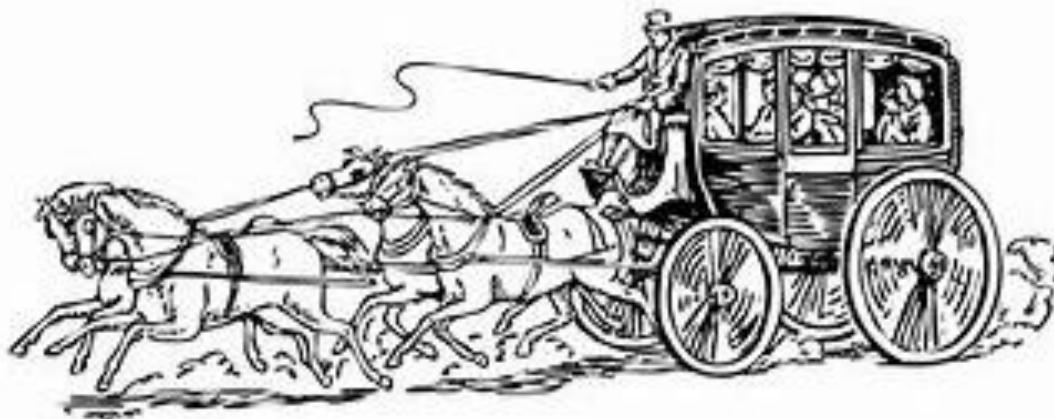
4. Stage Coach competition:

- a. One of our popular stations is the Stage Coach race.
- b. Stage Coaches were very important in the Wild West to transport people and many important packages before the invention of the train. Each unit can provide a construction of their own for the Stage Coach competition.
- c. The stage coach will be built before coming to camp.
- d. Each Stage Coach will be delivered to the Water-Front on Old Ben on Friday night. Safety for each Scout is strictly enforced. The guidelines are found on page 9.

5. Overall winner for the Camporee:

- a. Each campsite will be judged for the following situations:
 1. Campsite organization (clean and orderly)
 - a. Judged early in the morning (during Station 1-3 rotations)
 2. Chili Cook off with auctioned foods (See section 3)
 3. Stage Coach construction and race competition
 - a. See page 9 for instructions and safety information
- b. Each unit at the campsite will receive a reward for a total of the categories. (Award to be decided)

For references and ideas to make this Camporee the best experience possible, please see the endnotes at the end of this document. Remember, **Scouting is a game with a purpose**. Let's allow our Scouts to have fun but learn important skills to be successful individuals in our community, Country and World.



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Stagecoach Competition

The stagecoach that Unit YOUTH will build must transport one adult, the Scoutmaster or another adult with the Troop, and be pulled by the Scouts. We will race these wagons two at a time from a starting line, around a barrel at the other end, then back across the starting line to finish.

1. Vehicle size is to be 4 feet wide x 6 feet long MAXIMUM, excluding the pulling tongue or rope. The tongue or rope should be at least 6 feet long, probably longer to provide some stopping distance in case of emergency.
2. The race will be started with front of vehicle box on the starting line. The horses and pulling tongue or rope can be ahead of the line. The ending is judged when the last part of the entire apparatus comes across the line.
3. The frame must be made of round or partially round wood (logs or landscape timbers) or bamboo spars attached by lashing. Notching is allowed before lashing if the required strength of the material is not compromised.
4. The seat can be any appropriate material, or recycled, such as from a riding mower or chair.
5. A floor is to be made of plywood or other sturdy material so that legs of rider cannot touch the ground or be pulled under.
6. Brakes are required in case a "horse" falls to prevent running them over. These can rub on the wheels or tires and should have enough stopping power for the rider to stop the vehicle while it being pulled. Rubbing on the muddy ground in early spring will not have enough grip to stop a vehicle.
7. Wheels can be fabricated or recycled from riding mowers, bicycles, yard trailers, or the like, ensuring they are strong enough for the load and speed, and the tires must have enough friction to not slide side to side. Rubber tires are preferred. A wood or hard plastic one-piece wheel is too slippery. Wheels with bearings will reduce friction but are not necessary. Wheels without bearings can run plenty smooth, especially if lubricated. (Think Pinewood Derby race.)
8. The wagon should be pulled by the youth in the patrol by a solid trailer tongue or a rope.
9. Steering is necessary to turn around at the far end and come back. Here are three possibilities for how to do this:
 - a. articulating steering of each wheel individually, like a car or riding mower.
 - b. articulating axle which turns both wheels mounted rigidly on the ends of one solid axle, such as found on a vintage style Radio Flyer wagon.
 - c. no steering articulation but steering accomplished by lifting the front end and swinging it around. To help lighten it, the seat could be mounted close to the rear axle to allow the rider to lean backwards to lighten the load, but not so far back that the vehicle could tip over backwards at any time. In any case, the seat needs to be mounted ahead of the rear axle, NOT behind it.
10. Wheel hubs, spokes and rims, pulling tongues, brakes, axles, spindles, steering articulation hardware can be made of or attached by metal or another suitable material strong enough for the application.
11. Points in judging will be for crossing the finish line first, and design quality. Additional bonus points awarded for most innovative, unique, and decorative.
12. A bicycle helmet worn by the rider can be decorated if desired for extra artistic flair.
13. Have your device labeled with Unit number(s), and optionally patrol and member names, and Scouting-appropriate slogans.
14. Units that choose not to enter the competition by building a vehicle will still be allowed to race staff-built devices or can borrow from another unit. Smaller units can work together to build.
15. Bring your vehicles to the waterfront on your way in on Friday.

Questions? Ideas? Brainstorming? Contact Brian Market at CubScoutsPack374@gmail.com

ⁱ <http://www.boyscoutstrail.com/boy-scouts/meritbadges/wildernesssurvival.asp>

ⁱⁱ <https://boyscoutstrail.com/boy-scouts/meritbadges/archery-merit-badge.asp>

ⁱⁱⁱ <https://boyscoutstrail.com/boy-scouts/meritbadges/backpacking-merit-badge.asp>

^{iv} <http://usscouts.org/usscouts/mb/mb080.asp>

^v <http://usscouts.org/usscouts/mb/mb008.asp>

^{vi} <https://libraries.indiana.edu/topographic-maps>

^{vii} <https://www.scouting.org/training/youth-protection/>

