

Spring Camporee 2023

The Spy Weekend/The World or Nothing

Troop and Patrol Guide

The Spy Weekend is designed for Scouts to think, problem solve and work together as a team. If you are discovered to be a scout you do not need to run away, there will be no physical contact at all. If caught you will be walked back as a team to the American Embassy (BSA Camp) where you will be 'Deported'. Once deported you need only change your fake ID, slightly change your disguise, and start right back up again after ten minutes.

You will start the weekend with a code. After the Saturday morning flag ceremony, you can break your code and find out where you are starting the event from. You should show your code at the station to confirm you are at the correct location. At each station, once you have completed it you will be handed two items, a new code to where you are going next and a puzzle piece. Hold on to the puzzle piece all day as you need them to solve and end the game.

As you walk around during the event you will be making a map in your notebook, marking the locations of each event you do and what you found there. GPS locations are suggested but not mandatory.

Disguise Tips: You can be as creative as you want including face make up, wigs, false facial hair, etc. It is entirely up to you. But bring these things with you from home as these items are not supplied by the Camporee hosts. Same with clothing.

Extra: Bribery can work. You can talk to any member of the East side and with individually wrapped candy or cookies they might be willing to drop some clues your way. (might) This is true throughout the day except for the final stations which start at 3:00 PM.

Once you have completed all "rotation" exercises, you should return to your camp to relax. Starting at 3:00 PM, you will meet at the UN to receive your code for the final stations and be able to attempt to rescue your captured agent.

The end of the game. Your agent has the last of the puzzle pieces. These pieces will tell you where the final boss is. Good Luck!

Friday night check in: The patrols should check in Friday night. If you arrived late, a time is available Saturday morning. There will be a tent flying a UN flag in the American Embassy area

(campsite). Go to this tent for the United Nations team inspection. The inspectors will be available to review your equipment and materials.

Troop Camp

Scout camps will be judged like other Camporees but in addition to the normal requirements the operatives in "I" Department of the United Nations will be looking for:

1. Each Troop will have a spy agency name at the front of the camp.
2. Each Troop will have a flag that incorporates the spy agency name.
3. Proper camp set up (tents lined up; fire and food safety; boundary marked; Troop roster posted; menu and duty roster posted; etc.)
4. Each Troop will have a headquarters sign or flag for their Scoutmaster tent.
5. Each Troop should have a US flag and Troop flag displayed. Display of Patrol flags is encouraged.
6. Spy themes in camp

Spy Patrol Items

Spy Patrols will be encouraged to make their own disguises. Examples of these are included in the following section.

1. Fake IDs for troops to copy and make their own.
 - a. East German civilian ID.
 - b. Pioneer Scouts ID.
 - c. Soviet civilian IDs.
 - d. East German police ID.
2. Photos of clothing styles from 1967 Soviet Block.
3. Suggested Final Pass to attempt rescue of Spy Patrol's captured agent.
4. German phrases or Russian phrases depending on the choice of the fake ID they will use.

List of things needed by the scouts for the weekend.

- a. Disguise or multiple disguises.
- b. Fake ID.
- c. Water bottle.
- d. First Aid kit.

- e. 2 staff poles.
 - f. Heavy blanket.
 - g. Binoculars or spy glass.
 - h. Pencil/paper or notebook.
 - i. Five or more East German Marks (made by you).
 - j. Wagon to put things in around "East Berlin" disguised as 1960's Soviet Car. Use cardboard to make your wagon look like an old Soviet car. Extra points if you make it with color, license plate, and appropriate decals (see photos)
 - k. Optional-----walkie-talkies
 - l. Optional-----face make up/fake facial hair/wigs/fake glasses/eye patches/etc.
 - m. Optional-----wrapped cookies or candy to bribe the patrols of Border Guards you might run into.
5. Clothes that can get dirty.
6. Scouts are encouraged to make disguises and avoid purchases.

Example Items

Use these to prepare your Spy Patrol related materials.

Soviet cars from 1960's

Uaz



Lada



Volga



Mosckvich





Foto

NAME _____

GERBURTSDATUM _____

BEZIRK _____

HOHE _____

GEWICHT _____

Pioniere Scout

Name _____

Geburtsdatum _____

Kader _____

Gefolge _____

No. 28042023



D.D.R.

Name_____

Geburtsdatun

Ausgangsort



Beruf_____

Foto

Clothing Styles from 1967 Soviet Block

High Fashion for 1967



Men's Clothing for everyday





Pioneer Scouts



Worker's jean jacket

(Possible wording on exit pass)

Pass für gutes Benehmen. Bitte geben Sie Dieser Person Kaffee und lassen Sie sie dann gehen.

Danke.

(Translate and then make your own similar pass)

German Phrases:

Hello	Guten Tag
Thanks	Danke Schon
You're Welcome	Bitte Schon
Here is my pass	Hier ist mein pass
Good Bye	Auf Wiedersehen
Thank you	Danke
I would like water	ich hätte gerne Wasser
I would like coffee	ich hätte gerne einen Kaffee

Questions the guards might ask and the answer:

Where are you going?	Wo gehst du hin?
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(Answer)

I am going to grandma.	Ich gehe zu Oma.
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Are you a pioneer scout?	Bist du ein pfadfinder-pionier?
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(Answer)	Jawohl
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