

WREDBUD DISTRICT  
youth staff presents  
"Scouts of The Round Table"



# 2024 Spring Camporee

## STAFF GUIDE

**Hear ye! Hear ye! Come join the other knights and kingdoms for fun competition and skill development at Redbud's District's Medieval Games. Troops can select to be part of the English, French, or Barbarian kingdoms and create coats of arms or Barbarian tribes! We will offer competitive games, shooting sports (shotgun, riflery, and archery), the climbing tower and zip line, and advancement.**

**April 19-21  
Camp Garland, Mabee Scout Reservation**

# Redbud District 2024 Spring Camporee

## “Scouts of the Roundtable”

### Schedule

The purpose the 2024 Spring Camporee is to provide an opportunity for friendly competition, meet new friends, and **have fun!** The following schedule provides an outline for the event. Each Troop’s specific event schedule will be provided at check-in. See the map at the end of this guide for campsites and event stations.

### Friday, April 19<sup>th</sup>

6:00 PM	Troop Registration	OA Welcome Center
8:00 PM	Cracker Barrel/Briefing–OA Trail Crew <i>(Scoutmasters, SPLs and Staff only)</i>	Hardesty Center
8:45 PM	Shooting Sports Safety Briefing <i>(Mandatory for Boy Scout and Adult shooters)</i>	Hardesty Center

### Saturday, April 20<sup>th</sup>

9:00 AM	Opening Ceremony – Redbud District Youth Staff	Flag Plaza
9:30 AM	Assassin’s Creed Big Zip – <b>TBN</b>	Big Zip (Hardesty)
	Climbing (Taking the Castle)	Climbing Tower (Lower Garland)
	Sharpshooters Guild (Rifle)	Williams Shooting Sports Center
	Dragonshot (Shotgun)	Williams Shooting Sports Center
	Archery (William Tell)	Archery Range
	Rank Advancement – Esquire Training	Hardesty Center Porch
	King’s Chess Tournament	Siegfried Hall
12:00 PM	Lunch in Troop campsites	
1:00 PM	Iron Chef Submissions Due	Hardesty Hall
	Coats of Arms Submissions Due	Hardesty Hall
	Sharpshooters Guild (Rifle) - <b>TBN</b>	Williams Shooting Sports Center
	Dragonshot (Shotgun)	Williams Shooting Sports Center
	Archery (William Tell) - <b>TBN</b>	Williams Shooting Sports Center
	Climbing	Climbing Tower (Hardesty)
	<b>Medieval Games</b>	Podpechan Park
	Burn it Down! Put it Out! - <b>TBN</b>	
	Plague Cart Race - <b>TBN</b>	
	Jousting - <b>TBN</b>	
	Search for the Holy Grail – <b>Dennis K</b>	
	Tug of War - <b>TBN</b>	
	It’s Merely a Flesh Wound - <b>TBN</b>	
	Sheaf Toss - <b>TBN</b>	
	Caber Toss – <b>TBN</b>	
	Trebuchet Bean Toss - <b>TBN</b>	
4:00 PM	Capture the Flag – Kingdom Edition - <b>TBN</b>	Podpechan Park
4:30 PM	Free Time	
	Skit Auditions - <b>TBN</b>	Hardesty Hall
	Trivia Contest (There Can Be Only One!)	Siegfried Hall
6:00 PM	Dinner in Troop campsites	
8:00 PM	Campfire & Awards	Ampitheater (Hardesty)
9:30 PM	Movie Night!	Podpechan Park (Hardesty)
11:00 AM	Lights Out	

### Saturday, April 21<sup>th</sup>

9:00 AM	Chapel Service	Babbitt Chapel
10:00 AM	Pick up patches and medical records	OA Welcome Center
	Clean up, pack up and dismiss for home.	

# 2024 Spring Camporee

## Registration:

Troops and/or individuals must register via the Council website / Double Knot or at the INC Scout Resource Center

Registration fees are as follows:

**Cost: \$15/Youth by April 2 \$18/Youth after**

(youth price includes one ticket to all shooting sports)

**\$10/Adult by April 2; \$13/Adult after**

(adult price does not shooting sports—may purchase ticket for \$5 onsite)

## Check-In:

▪ Friday - OA Welcome Center at Camp Garland: 6:00 – 8:00pm

No advance personnel or unit will be allowed in campsites before 4:30pm.

▪ **Each unit must bring a complete roster of scouts and adults** (Please use attached roster).

Indian Nations Council requires every Scout and adult to have a completed

**BSA medical forms with Parts A and B - NO EXCEPTIONS.**

▪ **Upon arrival, each Troop will receive a Unit Camporee Packet.** These materials include a map, event schedule, and participant patches.

▪ **Parking and Unloading:** Due to the volume of traffic expected, unloading and parking can be a slow process. Please follow the directions of the traffic control people and be patient! All vehicles must stay on marked roads and in parking areas. Only the unit trailer and the vehicle pulling the trailer will be allowed in the campsite area.

## To Prepare for the Camporee:

We will have competitions throughout the Camporee between Knights and Kingdoms. The Senior Patrol Leader will be your King (Boy Troops) or Queen (Girl Troops).

**“Knights” are a unit or a patrol within a unit consisting of 6-10 Scouts. This will be the “team” for the events.**

### Prior to Arriving:

1. Select a “Kingdom” (French, English, Barbarian) theme that your troop will plan their dress and campsite.
2. Each unit can create a Troop Coat of Arms, Flag, Patrol Flags and/or Coats of Arms, and any other spirit items to decorate their campsite in their theme. There will be a substantial award in points given for Spirit winners (see the Braveheart award below).
3. Bring 10 Trivia Questions & Answers about your unit that the visiting Kings & Queens will ask throughout the day. **Bring a printout of these to Check in for staff to have as your “answer key”.** These will be used during the Trivia Contest.

### At the event:

1. Below is a list of events that the Kings, Queens, and Knights will participate in. Awards will be given and Points applied towards the Overall Camporee Award. Each event will be either a team or individual competition.
2. Troops will be organized by their Kingdoms.
3. During the Medieval Games, each troop will receive 5 pts for having at least one participant/patrol in each contest.

# ADVANCEMENT:

- **Esquire Training:** We will offer advancement opportunities for new Scouts who just crossed over from Lower Ranks. These will occur during the morning—if you need:
  - **Orienteering**
  - **Knots/Rope**
  - **First Aid**
  - **Knife/Saw/Axe**
  - **Fitness**
  - **Lashings**
  - **5-Mile Hike**

# GENERAL EVENT/AWARDS

We will have general events throughout the Camporee, where Troops and Individuals may compete. See below in the Guide for descriptions.

Event/Award	Who Competes	Points for 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>
<b>Skit</b>	Entire Team/Patrol	Selected for Campfire – 10 points Tryout – 5 points per Troop
<b>Coat of Arms (Art Contest)</b>	Troop and/or Patrol	1 <sup>st</sup> Place – 20 points 2 <sup>nd</sup> Place – 10 points Troop participates – 5 points
<b>There Can Be Only One! (Trivia)</b>	The King or Queen of each Troop	1 <sup>st</sup> Place – 20 points 2 <sup>nd</sup> Place – 10 points Troop participates – 10 points
<b>The King's Chess Tournament</b>	Individual Awards	1 <sup>st</sup> Place – 20 points 2 <sup>nd</sup> Place – 10 points Troop participates – 5 points
<b>Iron Chef-Scout Iron Chef - Adult</b>	One Scout and one Adult submission per Troop	1 <sup>st</sup> Place – 20 points 2 <sup>nd</sup> Place – 10 points Troop participates – 5 points
<b>Sharpshooters Guild (Rifle)</b>	Individual Awards	1 <sup>st</sup> and 2 <sup>nd</sup> awards
<b>Dragonshot (Shotgun)</b>	Individual Awards	1 <sup>st</sup> and 2 <sup>nd</sup> awards
<b>William Tell (Archery)</b>	Individual Awards	1 <sup>st</sup> and 2 <sup>nd</sup> awards
<b>Taking the Castle (Climbing Wall with Flag)</b>	Individual Awards	1 <sup>st</sup> and 2 <sup>nd</sup> awards
<b>Chivalry Award (Troop)</b>	Troop	1 <sup>st</sup> Place – 50 points Runner-up – 25 points
<b>Braveheart Award (Troop)</b>	Troop	1 <sup>st</sup> Place – 50 points Runner-up – 25 points
<b>Sir Galahad (individual in troop)</b>	One Individual per Troop	Individual Awards
<b>King's Champion Award</b>	Troop	1 <sup>st</sup> and 2 <sup>nd</sup> awards

Event/Award	Description
<b>Skit</b>	The entire team will present a skit of 5 minutes or less. They will be judged on quality, creativity, and delivery.
<b>Coat of Arms (Art Contest)</b>	Each Troop and/or Patrol may submit a Coat of Arms (if a Troop has multiple Patrols they may submit multiple entries). The Coat of Arms may be a banner, shield, or other art medium. <b>These will be due at 1pm Saturday.</b>
<b>There Can Be Only One! (Trivia)</b>	Each Troop's King or Queen will compete in a Trivia Contest, in rounds of 4 participants answering 20 questions. The winner of each round will complete until there is only one winner!
<b>The King's Chess Tournament</b>	There will be one entry per Troop. (Troops may have preliminary chess tournament prior to the Camporee to determine their entrant.) If we do not have enough troops participating then we may open it up to additional participants. Participants will have up to two (2) minutes between moves
<b>Iron Chef-Scout Iron Chef – Adult</b>	Per the "Iron Chef" instructions below, each Troop may submit one (1) Scout entry and one (1) Adult entry. <b>Entries will be due at 1pm Saturday, per the schedule above. They should be in one bowl delivered to Hardesty Hall.</b>
<b>Sharpshooters Guild (Rifle)</b>	We will have them shoot 20 total shots. 10 for warm-up, and the other 10 for score. Probably a 10-shot standard bullseye score.
<b>Dragonshot (Shotgun)</b>	Scouts will shoot 7 shots, 2 warm-ups and 5 for score.
<b>William Tell (Archery)</b>	Participants will shoot 6 arrows at a target with the "apple". Points will be judged for the number of "bullseyes" scored in the apple.

<b>Taking the Castle (Climbing Wall with Flag)</b>	This is a timed event to scale the Climbing Tower and grab the flag.
<b>Chivalry Award (Troop)</b>	Each Senior Patrol will cast a vote for a troop other than theirs who they believe demonstrated the most chivalrous and Scout-like behavior at the Camporee.
<b>Braveheart Award (Troop)</b>	The Staff will select the Troop who best demonstrated Spirit at the Camporee through their Coat of Arms, dress, and decorations.
<b>Sir Galahad (individual in troop)</b>	Each Troop will vote to select a Scout they believe demonstrates the character of Sir Galahad.
<b>King's Champion Award</b>	The Troop with the greatest number of points from the other events.

# MEDIEVAL GAMES AWARDS & RULES

## At Podpechan Park during the Afternoon

The games are for Teams/Patrols of 5 to 6 Scouts or Individual Scouts. Each Troop will receive 5 points for every event they compete in, even if multiple teams from the unit participate.

Award	Who Competes	Points for 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>
<b>Burn it Down! Put it Out!</b>	Teams/Patrols of 5-6 Scouts	1 <sup>st</sup> Place – 10 points 2 <sup>nd</sup> Place – 5 points Troop participates – 5 points
<b>Jousting</b>	Individual	1 <sup>st</sup> Place – 10 points 2 <sup>nd</sup> Place – 5 points Troop participates – 5 points
<b>Plague Cart Race</b>	Entire Team/Patrol	1 <sup>st</sup> Place – 10 points 2 <sup>nd</sup> Place – 5 points Troop participates – 5 points
<b>Tug of War</b>	Entire Team/Patrol	1 <sup>st</sup> Place – 10 points 2 <sup>nd</sup> Place – 5 points Troop participates – 5 points
<b>It's Merely a Flesh Wound (First Aid Challenge)</b>	Individual	1 <sup>st</sup> Place – 10 points 2 <sup>nd</sup> Place – 5 points Troop participates – 5 points
<b>Caber Toss</b>		1 <sup>st</sup> Place – 10 points 2 <sup>nd</sup> Place – 5 points Troop participates – 5 points
<b>Sheaf Toss</b>	1 <sup>st</sup> Place – 10 points 2 <sup>nd</sup> Place – 5 points Troop participates – 5 points	
<b>Trebuchet Bean Bag</b>	1 <sup>st</sup> Place – 10 points 2 <sup>nd</sup> Place – 5 points Troop participates – 5 points	
<b>Search for the Holy Grail (Orienteering Challenge)</b>	1 <sup>st</sup> Place – 10 points 2 <sup>nd</sup> Place – 5 points Troop participates – 5 points	

## Burn it Down! Put it Out! (Firebuilding/Water Carry)

### Object:

The goal is to build a fire to a specified height. Shortest time will win. Patrols may have up to 5 members participate. Two members will be the “fire fighters” to carry water.

### Rules:

1. Each patrol will be provided with kindling and place to build a fire.
2. They will build the fire within the confines of the area provided.
3. The wood stack will not exceed the height of the lower string.
4. The patrol must create its own tinder from the kindling. (They must bring their own knife)
5. The patrol will light the fire using flint & steel.
6. Light the fire and burn the upper string.
7. While the fire is being built, the two “fire fighters” will shuttle water across the field to fill the Fire Bucket to the marked line.
8. A Scout will be blindfolded as the “Blind Ogre” and will flail their arms as the fire fighters shuttle their water. The fire fighters must stay within the marked lines and evade the ogre as they carry their water.
9. Once the fire burns the string and the bucket is full, douse the fire out. The timer will then stop.

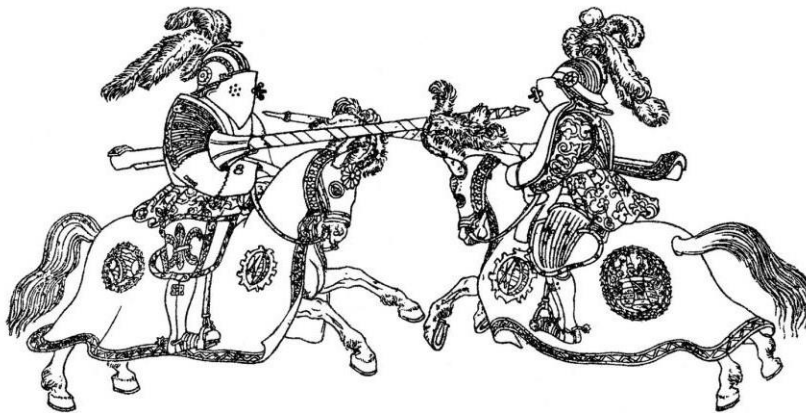


**Scoring:** Timed event.

1. A 30 second time penalty will be added if the Camporee staff has to provide the matches and the patrol will receive a 1-point penalty.
2. If the patrol completed the task in less than 5 minutes, they receive 10 points. One point will be deducted for each additional minute. At 15 minutes, the competition will stop.

## Jousting

Jousting was just one of a number of popular martial games in the Middle Ages referred to generically as *Hastilude*. Though the first recorded tournament was staged in 1066, jousting did not gain widespread popularity until the 13th century. It maintained its status as a popular European sport until the early 17th century. 6



Jousting was added to tournaments several centuries after their inauguration. The joust permitted a better display of individual skill and, although dangerous, offered large sums of prize money. Many knights made their fortune in these events, whilst many lost their fortune or even life.

### Object/Rules

Two scouts will face off in a joust. They will stand on a 2'x2' rocking platform and use heavily padded lances to try and knock the other off. Blows may only be directed to the torso, arms, or legs. Blows to the head or groin are not permitted and are cause for disqualification. Forward jabs only are permitted. Participants must wear provided safety equipment. Each bout will be no more than 60 seconds.

## Plague Cart Carry

### Object:

Three Scouts will participate with two of them carrying the third Scout using the First Aid Carry to get around the track as quickly as possible.

### Rules:

1. This will be a single elimination "bracket event"
4. The number of scouts participating is limited to the numerical size of the smaller troop in each event. We will also make adjustments based on age/size of individuals if necessary to make the event fair.
5. Gloves are permitted
6. If your troop wins, they move to the next bracket. If you lose, you are out.

# Tug O' War

## Object:

Pull the opponent over the designated line.

## Rules:

1. This will be a single elimination "bracket event"
3. The number of scouts participating is limited to the numerical size of the smaller troop in each event. We will also make adjustments based on age/size of individuals if necessary to make the event fair.
4. Gloves are permitted
5. If your troop wins, they move to the next bracket. If you lose, you are out.

# It's Merely a Flesh Wound (First Aid Challenge)

## Object:

The goal is to provide first aid to an injured individual using materials contained in their 10 essentials. The injured person must be safely moved 20 yards utilizing a method described in the Scout Handbook.

## Rules:

Scouts must identify and use proper first aid methods to treat and transport an injured person

## Scoring:

Identifying the injuries 2 points

Administering the proper first aid 4 points

Utilizing the proper method for moving an injured party 4 points



# Tossing the Caber

The **caber toss** is a traditional Scottish athletic event in which competitors toss a large, tapered pole called a "caber". The primary objective is to toss the caber so that it turns end over end, falling away from the tosser. Ideally it should fall directly away from the tosser in the "12 o'clock" position. The distance thrown is unimportant.



The tosser balances the caber upright, tapered end downwards, against his shoulder and neck; the caber being supported by stewards or fellow-competitors while being placed into position. The tosser then crouches, sliding his interlocked hands down the caber and under the rounded base, and lifts it in his cupped hands. On standing he must balance the caber upright - no easy feat with the heavier end at the top, and less-experienced tossers may be unable to stop the caber falling to one side after lifting it. The tosser then walks or

runs a few paces forward to gain momentum and flips the tapered end upwards so that the large end hits the ground first and - if well tossed - the caber falls directly away from the tosser.

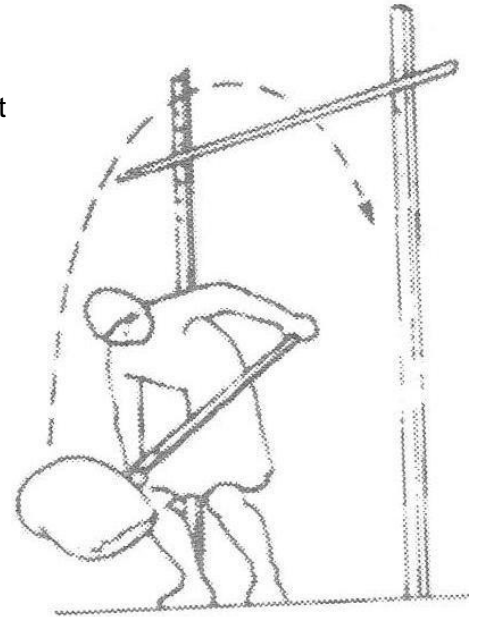
### Rules

Tossers are allowed three attempts each at tossing the caber. The straightest end-over-end toss scores highest. If the caber lands on its end but falls back towards the thrower, the score is lower than for any end-over-end throw but is based upon the maximum vertical angle that the caber achieved.

Ties are broken by comparing the next best attempt for each competitor involved in the tie. The competitor with the next best score places highest. If other ties occur, this process is repeated for all previous attempts.

## Sheaf Tossing

The sheaf is a burlap or plastic bag filled with straw, hay pine needles, or mulch. The sheaf is thrown over a crossbar for height with a snow shovel. It is recommended that two or three bags be put over each other so that the sheaf will last through the whole competition. The bag shall not measure more than 36 inches long by 24 inches wide. However, for Scouts a bag smaller than this is recommended. Each athlete is allowed three attempts at each height. The Scout may commence at any height they desire. A Scout may pass any height he chooses, but if he chooses to attempt a height, then he must clear that height before going to the next height.



### Rules

When a Scout has missed three attempts at one height, then he is eliminated from the competition. All measurements shall be made from the ground to the top of the crossbar. The starting height is to be agreed upon by the Scouts and the judge, with the judge having the final decision in the case of disagreement.

The bar is to be raised by at least 1-foot increments until five or less Scouts remain and then is raised by the lesser amount requested by the athletes and agreed to by the judge. The crossbar shall be suspended by a ladder or two vertical poles with pulleys at the top and rope attached to the crossbar. The bag must go over the bar within the uprights. The bag is allowed to touch the bar and roll over. **The Scout that tosses the sheaf over the highest mark is the winner.**

## In Search of the Holy Grail

An early form of the compass was invented in China in the 11th century. The familiar mariner's compass was invented in Europe around 1300, from whence later originated the liquid magnetic compass.

### Object

This game will test the scout's knowledge to properly shoot and follow a compass bearing to locate the correct mark.

### Rules

1. A compass course will be set-up using a modified set of the "SCOUT COMPASS GAME", BSA Catalog #Y01005.
2. **Each patrol will supply its own compass.**
3. Each Patrol will receive an instruction card. Upon the signal of the judge, the Patrol will begin at the entry point to the course and time will begin.
4. From this starting point, a set of compass bearings are shot and the corresponding letter or number for that bearing is recorded. After recording the required information, return to the judge.

5. The judge will record the elapsed time from the beginning signal up to the time the symbols are delivered to the judge.
6. You have a maximum of 20 minutes to complete the course. If you complete the course correctly in less than 20 minutes, you earn 4 points.

### Scoring

1. Two (2) points for participation
2. Four (4) points for completion in under 3 minutes
3. Four (4) points for the correct combination of symbols

# HEAR YE! HEAR YE!

## THE IRON CHEF SEEKS CHAMPIONS FOR THEIR ONE POT STEW!

They ate a lot of Stew back in Medieval times. Can your unit come up with the best tasting, most unique and utterly irresistible stew recipe out there? Then you need to enter the Iron Chef's One Pot Stew Contest! Stew must be cooked in one pot — Dutch oven or pot on camp stove. **Each unit may have one (1) Scout and one (1) Adult submission in the cooking competition.**

### Your recipe must have:

- Beef, pork, or chicken or any combination,
- A starch: Potatoes, rice, beans, noodles, and/or any combination.
- At least two fresh vegetables.
- Extras — Add your own spices, sauce and other ingredients to make your recipe unique.
- Extras — Serve with bread, rolls or dumplings. You may want to “Google” Biscuit Mix Drop Dumplings for Stew.

**Attention Adult Leaders Cook-off.** We're also opening the contest to adult leaders as well. They will have their own contest judged separately from the youth. Same rules and guidelines. One adult entry per Troop.

# KINGDOM RULES & EXPECTATIONS

## Flag Ceremony

Flag Ceremony starts at 9:00 AM. **Please wear your Class A uniform—if you are dressed in costume, please plan to remove those during the Opening Flag.** There are some special activities at Flags, and you will want to be there. **Morning Events & Advancement will start right after Flag!** When you come to Flag, you should bring:

- Your day's Program Agenda & Map that you receive at check-in
- Wear closed toed shoes or boots that are comfortable – you will be hiking a lot today!
- Your Kingdom's Flag & Coats of Arms
- Your Kingdom Chant or Call
- Day pack
- Water bottle

## Campfire Program

The Saturday evening campfire and awards presentation will be led by the Redbud District Youth Staff. If your unit would like to participate please plan on having a skit or a song ready for the campfire. During the day, your Troop will be provided a scheduled time to present your skit as part of the Warrior competition. Only 4 skits/songs will be selected, so bring your best one!

## Movie Night!

Immediately following the Campfire, join us on the lawn for a movie—**Shrek!!**

## Chapel (Sunday Morning)

After breakfast with your host troop, you will likely be packing up your gear and getting ready to head home. But don't leave too soon! The Chapel Service concludes the weekend and showcases a key part of Boy Scouting: our duty to God. Following the Chapel Service, unit leaders can check out, pick up patches and collect Health Forms. Thank you for sharing your weekend with us!

## Boy Scout-Driven

The events are organized and run by the Boy Scouts on a volunteer basis. It is requested that adults do not interfere with the Scouts who are running the event. If there is a problem, it should be brought to the attention of the adult advisor at the event.

**Further, this event was planned, its theme developed, and coordinated by the Redbud District Youth Staff—Redbud Scouts and Life Scouts from District units.** We want to inspire and support our youth leaders to gain new experiences with large, complicated events. Remember to thank them and all our volunteers for their service!

## Flags

Your unit should fly your Unit Flag for identification. Bring your Troop Flag to the Flag Ceremonies on Saturday morning and to the campfire on Saturday evening, as well as your Warrior flags. Fly them in your camp!

## Are There Other Rules to Follow?

Read Guide to Safe Scouting and practice two deep leadership. All overnight campers must be registered with the BSA including adults, who must be Youth Protection Trained.

You are REQUIRED to Leave No Trace and follow the Outdoor Code.

## First Aid

First Aid emergencies should be directed to the First Aid station located at the headquarters. The individual unit should handle all minor first aid situations. First Aid members will also be walking around the events on Saturday.

## Medical Emergencies

Your unit should be able to provide basic first aid to your participants. In the event of serious injury requiring professional aid or evacuation, contact the on-site Emergency Medical Team staffed at Hardesty Hall. Their exact location will be identified during the SPL and SM meetings on Friday evening. Your unit should have a first aid kit suitable for the activities and numbers of participants in your unit. Each patrol should be carrying a first aid kit with them throughout the events, as they are one of the ten essentials.

## Hazardous Weather

Although late September can be warm and sunny, there is always the potential for rain and cold weather to hit unexpectedly. Please review the Hazardous Weather training on the [www.scouting.org](http://www.scouting.org) website and be prepared. Remember water, sun protection, and your 10 essentials.

## Water & Restrooms

Troops are responsible for providing their own ice. Camp Garland has water spigots located near each campsite, as well as a primary Restroom & secondary latrines. It is very important to not flush anything down the toilets other than the appropriate amount of toilet tissue, and to turn off water faucets & spigots. Each Scout and adult should have adequate water with them at all times. **NOTE: The Primary Restrooms are at Dining Hall and are available for single-person use, above and beyond those in the campsite areas.**

## Food Preparation

Each unit will be responsible for their own meals. Remember, you are also responsible for ALL of your trash. Practice *Leave NO Trace*.

Depending upon current Burn Ban policies, each unit may operate their own campfire within their campsite. Each unit is responsible for supervision and proper maintenance of the campfire and its' complete extinguish.

## Trash

Troops must patrol their areas for trash at the conclusion of the Camporee and haul away their own trash. ***Pack it in, pack it out.***

## Assistance and Communication

If you need help or information, ask any event staff member or come to Hardesty Hall.

## Checkout

Please patrol your site for trash before leaving and ensure all Scouts are accounted for.