

CHANGE #3 DATED 08/28/2023

**2023 SUSQUEHANNA
COUNCIL
FALL CAMPOREE
LEADERS HANDBOOK
GATHERING OF THE FIRST NATIONS
PEOPLE – A DAY IN THE LIFE**



REGULAR EVENT REGISTRATION CLOSES SEPTEMBER 1, 2023

LATE FEE EVENT REGISTRATION CLOSES SEPTEMBER 15, 2023

General Rules and Information

These rules are the general framework around which this Camporee will be operated. The Scout Oath, Law, and Outdoor Code are the guides for **ALL** behavior at this Camporee. *Troops or individuals who do not conform to this spirit should leave the Camporee.*

General

- The camporee will be held 9/29/23 through 10/1/23. A registration fee will be charged to cover the cost of Camporee supplies, patches, and prizes. All fees due must be paid in full by the deadline of September 1st, 2023. Scouts and Scouters can register for the event from September 2nd to September 15th with a late fee added to each registration of \$5.
- Scouts should dress appropriately. Regalia will be plain and respectful. Buck skins, ribbon shirts etc. **AT NO TIME WILL A SCOUT OR ADULT WEAR A WAR BONNETT OR ANY PAINT ON THEIR FACE. ALL FEMALE REGALIA DRESSES MUST REACH THE WEARERS ANKLES OR LEGINGS ARE REQUIRED**
- Taps will be at 11:00 p.m. each evening. Reveille will be at 7:00 a.m. Quiet hours and dim lights are between those hours. Units should plan to arrive at Camporee in enough time to have their campsites established by Taps.
- Troop flags are to be carried to flag raising and lowering. Patrol flags are encouraged to be carried throughout the day Saturday to bolster patrol spirit.
- Visitors (other than registered participants) are welcome at Camporee. Visitors to a campsite must have permission from the unit leader and the unit Committee. Visitors are welcome to attend field events (but not participate) and Saturday evening campfire. All visitors must depart the Camporee before Taps.
- Each unit will be required to have a story to tell at the campfire Saturday evening. The story should not be longer than 10 minutes and does not need to be native American theme. Story should be scout related. I.E., troop outing or event that was meaningful.
- Safety and fire prevention are the responsibility of everyone at the Camporee. **Elevated fire rings are to be used at all times to prevent the ground from being burnt. (NO FIRES DIRECTLY ON THE GROUND)**. Be very careful with fires. Have all necessary fire buckets and firefighting tools available. All fires should have a 5-foot radius safety zone cleared around the fire. Firewood will be provided but feel free to bring firewood obtained from the local area to prevent the spread of insects.
- Unit leaders are responsible for the supervision of their units always. Remember two deep leadership is required and please enforce safety and discipline.
- Any unsafe or improper use of knives, axes, or other tools will result in the deduction of troop points and/or removal from the camporee. Sheath knives and fixed scabbard knives are prohibited at all times.

- Misuse of latrine facilities that can be linked to a particular unit will result in repercussions to the unit.
- A continuous council fire will be lit on Friday evening and not be extinguished until the closing ceremony Sunday.
- Saturday lunch will be served at the unit campsite. Lunch will be an hour and ten minutes long. Please keep this in mind when planning meals. Leaders may return to the units campsite prior to lunch to prepare for the meal.
- **One scout from each troop can race.** Scouts participating in the rite of passage race need to be of the First Class rank or above. For the canoeing , another scout will partner with the participating scout for that event only. **Both scouts must be swimmers** and will be required to wear life vests the entire time on the lake. The events are as follows...

Canoeing

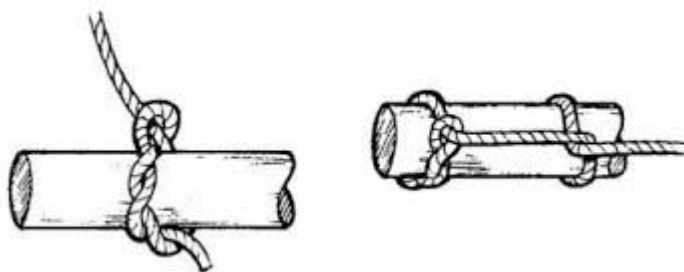
Archery

Tomahawk throw

Knot tying to include the timber hitch log drag

Fire building with flint and steel (10-minute time limit)

-Scouts wanting to participate will be identified on the unit registration packet turned into council and confirmed at check-in on Friday evening or Saturday morning.



CHECK-IN:

Units should not plan to arrive at the Camporee site before 4:00 p.m. on Friday or after 8:00 a.m. Saturday. Please the following information available at check in:

- A unit roster of scouts and adults in attendance at the event. A list of attendees will need to be presented on the form that is provided with this packet.
- Name and number of patrols participating.

Camping & Campsites

- Campsites will not be assigned prior to check in.
- Each Troop will be required to use the minimal space for its campsite.
- No vehicles will be allowed in the campsites. One vehicle and/or trailer can be parked in the designated parking area near the camporee. All other vehicles will be parked in a satellite parking area in the park. (For exceptions to this rule the scoutmaster MUST speak with the Administrators at check in.) Parking is limited. Do your best to carpool to this event.
- Absolutely no washing of dishes at any camp spigot. Troops are responsible for establishing their own dishwashing stations at their campsites.
- Troops must plan on removing all trash from the Camporee area. Again, all trash must be hauled away from the site by each unit.
- No green (live) wood (for camp craft or other projects) may be cut from Camporee facility.
- Troops will be judged on campsite layout to include a gateway entrance with a pictograph story of the troop and at least 1 Native American shelter of the units choosing. Site will be judged at lunch on Saturday.

EQUIPMENT:

TROOP

- Flag (Troop and Patrol) An American flag can be flown at each unit campsite if so desired.
- Shelters
- First-Aid Kit
- Bow drill/ flint and steel for fire building competition
- Tinder bundle and fuel wood for fire building competition
- Small personal item to put into their medicine bag i.e., Pet ashes or hair from living pet, personal lost tooth, pebble etc...
- And any other items that your troop would bring while camping

Personal (Campers)

- Regalia or Class A uniform if not participating in wearing regalia
- Class B Uniform and clothes appropriate for the weather

- Toilet Articles (Towels, Toothbrush, Tooth Paste, Soap, Shampoo, etc.)
- Sleeping Gear (appropriate for the weather)
- Poncho/Rain gear
- Water Bottle **(STAY HYDRATED)**
- Scouts BSA Handbook
- Bandana
- Watch
- And any other items that you would bring and **need** while camping

Webelos

- Webelos should arrive on Saturday no later than 8:30am and report to the Check-in location.
- Arrow of light scouts can participate in the young brave challenge. The events are as follows...
 - Fire building with 1 match (tinder provided, burn string 12in off ground)
 - Archery
 - Plant Identification
 - Tomahawk throw (wooden hawks through hoop)

-Arrow of light scouts wanting to participate will identify themselves to the leader running the station on Saturday.

CHECK-OUT:

- Make sure the entire area has been policed and all trash picked up. Scouts should make every effort to leave an area better than they found it.
- Latrine areas should be checked and cleaned up by everyone throughout the weekend.
- Fire ash or unburnt fuel wood will be drowned in water and then disposed of in the trash. **DO NOT DUMP ASH ON THE GROUND OR IN THE GRAVEL PARKING AREA USED FOR CAMPING. (LEAVE NO TRACE)**

FIRST AID:

First Aid should be administered at the Troop level. Units should have adequate first-aid supplies as part of their unit's equipment. All injuries, even if treated at the unit level, are to be reported to the Headquarters trailer in a timely manner. Should professional medical assistance be needed, report to the HQ trailer for the medic on site. A phone is located at the main latrine facility should 911 be needed.

Native American Inspired Cooking Competition

- This cook-off will consist of one main dish. 1st, 2nd, 3rd place prizes will be awarded for best entries

- Unit will be required to submit 3 small servings of each item prepared
- The 6 Approved proteins are
 - White tail deer
 - Rabbit (Does not need to be wild)
 - Turkey (Does not need to be wild)
 - Trout
 - Bear
 - Bison
- The main dish must be balanced with a protein, a starch and a vegetable (Ex: Bison Steak with potatoes and carrots)
- Potatoes, Quick bread, Corn bread, Wild long grain rice, Beans, and Oats will count as a starch (Do your research on food available in this area to the Native Americans)
- Youth and adult members may participate; Units may begin preparation of their dish starting at lunch break, leaders may tend to the cooking fire and add any ingredients while scouts are participating in the events
- Safe food handling procedures must be practiced (ServeSafe for reference)
- Each entry must have a 3x5 card with the name of the dish and its ingredients listed **turned in at lunch time on Saturday.** (Please note if the dish is spicy) Do not include your units' number or have any other identifying information on the card
- All ingredients must be combined, chopped, sliced, diced and cooked on site including garnishes and marinades. For safety reasons, no ingredients prepared or processed at home are allowed
- All cooking must be done on an open wood fire. NO charcoal, or propane stoves can be used for any parts of the cooking process.
- Any cooking method over the fire is allowed. (EX: Grilling, Smoking, Stewing etc.) Dutch ovens, SS grill grates, pots and pans, and utensil less cooking is allowed. Any questions please ask.
- Everything on the turned in card must be presented to the judges, removing or adding any food specified on the card will result in point deductions
- All dishes must be presented to the Food Judges' table (HQ) by 6:00 pm, all entries must be on time or the unit will be disqualified.
- All foods submitted for judging should be portioned out in the provided Styrofoam containers at approximately 3oz servings; if garnishes are used, they should be edible
- Use good fire safety practices. Keep yourself and the public safe.
- Dishes will be judged on presentation and taste
- All judging decisions are final
- Results of the competition will be announced at the closing campfire and awards ceremony Sunday.
- Remember this competition is for FUN

If there are any questions about Camporee please feel free to contact Nathan Read at (570) 506-9162 between the hours of 3:30 p.m. and 8:00 p.m., or by email at cookkat2000@hotmail.com.

Merit Badges with Requirements Being Completed at the Camporee

The SPL and Scout Master should bring two signed blue cards for each scout PLUS the prerequisites to the Friday evening cracker-barrel. Proof of prerequisite's must be brought to the event. Acceptable forms of prerequisite completion are bringing written answers and description of requirement to the event OR bringing a letter with Scoutmaster's signature confirming that the Scoutmaster verifies that the prerequisites have been completed.

Indian Lore Merit Badge - Prerequisite

1. Identify the different American Indian cultural areas. Explain what makes them each unique.
2. Give the history of one American Indian tribe, group or nation that lives or has lived near you. Visit it, if possible. Tell about traditional dwellings, way of life, tribal government, religious beliefs, family and clan relationships, language, clothing styles, arts and crafts, food preparation, means of getting around, games, customs in warfare, where members of the group now live, and how they live.
3. Do TWO of the following. Focus on a specific group or tribe. (Requirement 3B will be completed at the camporee, requirement 3C can be accomplished during the campsite competition if a unit chooses to build a dwelling as part of their campsite)
 - a. Make an item of clothing worn by members of the tribe.

Leatherworking Merit Badge can be earned in full at the camporee.

2023 Gathering of the First Nations People Camporee Schedule

Friday October 1st

4:00 - 9:00 p.m. Check - In & Campsite Assignment, set up site & begin building campsite archway

9:00 – 9:30 p.m. Opening campfire at the beach area

9:30-10:00 p.m. SPL / SM Meeting /Cracker-barrel/ HQ trailer

11:00 p.m. Taps - All Quiet in Camp

Saturday October 2nd

7:00 a.m. Reveille, Breakfast, & Cleanup

8:30 a.m. Flag Raising

9:00 a.m. – 11:50 a.m. Patrol Competitions

- **9:00 a.m.-9:30 a.m. Shooting Sports Rules**
- **9:40 a.m.-10:20 a.m. First event**
- **10:30 a.m.-11:00 a.m. Second event**
- **11:10 a.m.-11:40 a.m. Third event**
- **11:50 a.m. – 12:20p.m. Fourth event**

12:20 p.m. - 1:40 p.m. Lunch (each unit has site ready for judging)

- **1:50 p.m.-2:20 p.m. Fifth event**
- **2:30 p.m.-3:00 p.m. Sixth event**
- **3:10 p.m.-3:40 p.m. Seventh event**
- **3:50p.m.-4:20p.m. Eighth event**
- **4:30p.m.-5:00p.m. Ninth event**
- **(The schedule of events allows for 10 minutes to move on to the next event)**

5:00 p.m. – 7:00 p.m. Supper and Cleanup

6:00 p.m. Cooking competition Judging (entries must be at the HQ trailer no later than 6:00 p.m.)

7:30 p.m. Flag Lowering

8:00 p.m. Campfire -Immediately after Campfire SPL/SM meeting at the pavilion closest to the main latrine facility.

10.00 p.m. Staff Meeting at the HQ trailer

11:00 p.m. Taps - All Quiet in Camp

Sunday October 3rd

7:00 a.m. Reveille, Breakfast, & Cleanup

8:00 a.m. Flag, Church Service

8:30a.m.-10:00 a.m. Park service project

10:00a.m.-10:15a.m. Assemble for race

10:30a.m.-12:30a.m. Race

12:35 p.m. Closing and Awards Ceremony

Challenge Events

Fire Building

- Each Patrol will provide a tinder bundle that contains only natural materials and fuel wood to build a fire that will boil water in a 6 oz paper cup.
- Each patrol will be given 10 minutes to start a fire with the bow drill. If unable to start a fire the patrol will then be allowed to use a flint and steel with a loss of points.
- The fire should be able to sustain a rolling boil of water for 1 minute. (Rolling boil is defined as the water wanting to “jump” out of the cup).
- Units are responsible to make and bring their own bow drills. Units may also bring flint and steel to use as a back up fire starter. Ferro rods are NOT permitted.
- For the Young Brave Challenge, (1) tinder bundle to include dryer lint will be provided to each scout for the event. (1) match will be provided for the first attempt to get the fire lit. Should the fire not light, up to (3) additional matches will be provided. The intent is to light a fire that will burn a string set at a specific height. Should a scout use all their wood and matches and not complete the challenge, the event will be scored as such.

Action Archery

- Each scout in the patrol will have the opportunity to take 2 shots at 3D animal targets. Scouts will need to move through the course to different targets and different shooting positions. This is not a timed event, and score will be determined by the amount of hits on target.
- The Young Brave Challenge will consist of the AOL scout shooting at a round standard archery target and scored by placement of the arrows. Each scout will have 6 arrows.

Tomahawk

- Each scout in the patrol will have the opportunity to throw 3 tomahawks at stationary targets. This is not a timed event, and score will be determined by the amount of hits on target.
- The Young Brave Challenge will consist of the AOL scout throwing wooden tomahawks at various targets. Each scout will have 6 throws.

Drum Building

- Each scout will have the opportunity to construct a hand drum from raw hide and PVC pipe.

Beading

- Each scout will have the opportunity to craft a beaded item.

Medicine bag

- Each scout will have the opportunity to craft a medicine bag.

Native American story telling/Early American history

- Group will be split in half. Sit back and let the presenters enlighten you as subject matter experts

Fry bread/Native American games

- Group will be split in half as scouts will enjoy sweet frybread and a variety of traditional games



Ribbon shirt examples





Buck skin Regalia





Female regalia dress length examples

