

2024 Constantin Spring Camporee #1 Baden-Powell Days Leader's Guide

Camp Constantin

April 12 – 14

<https://scoutingevent.com/571-2024CONSpringCamporee1>

East Trinity Trails and Elm Fork District



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Overview

Theme: Baden-Powell Days (Patrol Competition)

Location: Camp Constantine

Date and Arrival Time: Friday, April 12, 2024. Check-in will open at 7:00 P.M.

*The following schedule is **tentative** and will be updated following registration closure.*

Friday, April 12

Activity	Begin Time	End Time
Registration	7:00 PM	10:00 PM
SPL/SM/Staff Meeting	9:30 PM	10:00 PM
Lights Out & Quiet	10:30 PM	

Saturday, April 13

Activity	Begin Time	End Time
Reveille	6:30 AM	
Staff & Units Breakfast & Clean-up	6:45 AM	8:15 AM
Verbal Communications & Opening Ceremony (Including flags)	8:30 AM	8:50 AM
Activity Kick-off	8:50 AM	
Lunch on the Trail (per patrol schedule)	12:00 PM	1:00 PM
Activities End		5:00 PM
Closing Ceremony (including flags)	5:15 PM	5:30 PM
Dinner & Clean-up	5:30 PM	6:45 PM
Campfire Program	7:00 PM	8:00 PM
Lights Out & Quiet	10:00 PM	

Sunday, April 14

Activity	Begin Time	End Time
Reveille	7:00 AM	
Staff & Units Breakfast & Clean-up	7:15 AM	8:45 AM
Scout's Own Service	9:00 AM	9:20 AM
Campsite Inspections & Checkout	9:30 AM	11:00 AM
Staff clean-up & Checkout	9:30 AM	12:00 PM

Participants: Camporee is open to all registered Scouts BSA Troops and their adult leaders. OA members shall serve as staff for several activities.

Registration Fee: Unit registrations will be accepted online through registration process at

<https://scoutingevent.com/571-2024CONSpringCamporee1>

Registration fees are \$25 per Scout and \$15 per registered adult leader. Registration is open through April 5, 2024. All fees must be paid prior to registration closing. Due to acquisition of supplies for some activities, no walk-up registrations or changes in number of attendees will be accepted after registration closes.

Staff prices are \$10 for youth (Scouts BSA) and adults.

Uniforms: Field uniform is appropriate for Opening and Closing Ceremony and Scout's Own service. At all other times an activity uniform is appropriate and acceptable. OA members are encouraged to wear their sash while performing any staffing duties.

Scoutmaster and SPL Meeting: There will be an information meeting at 9:30 PM on Friday evening in the Dining Hall. The unit SPL (or acting youth unit leader) and Scoutmaster (or acting adult unit leader) should attend. All units must be represented at this meeting. Any changes to the schedule of activities, camp-specific items, and other important information will be distributed at this meeting.

Order of the Arrow Callout: There will be an Order of the Arrow Callout on Saturday evening. There will be an information meeting at 1 PM on Saturday afternoon in the Dining Hall. The unit Scoutmaster (or acting adult unit leader) should attend and bring a list of all elected youth and nominated adults. All units that plan to have members called out must be represented at this meeting.

Flag Ceremonies: Opening and closing flag ceremonies will take place at the flagpole plaza south of the Dining Hall at the times indicated in the schedule.

Parking: In designated parking areas only. Absolutely no vehicles other than those attached to trailers may be left in campsites without a special permit from the Event Chair.

Tents: Units must furnish their own tents and follow current guidelines of Scouts BSA, Youth Protection, and Circle Ten Council.

Water: Potable water is available at each campsite. Each participant and staff member should have a personal water bottle. Water jugs will also be located at activities and central locations on Saturday.

Meals: All meals will be cooked by units in the campsites. All cooking shall be supervised, and preferably performed, by a person who holds a current Texas Food Handler Certification.

Latrines: Existing latrines at camp may be used. Units should bring their own toilet paper, soap, and cleaning supplies. No garbage shall be disposed of in the latrines. Latrines will be inspected before check-out.

Health/Safety/First Aid: Minor first aid is a Unit responsibility. Major first aid problems will be handled by first aid staff. All fuels must be handled in accordance with policies stated in the Safe Guide to Scouting (latest revision).

Buglers: Any Scouts who can play Taps, Reveille, Call to Colors, etc. on their bugles are encouraged to bring their bugles and check in with the staff on Friday evening.

Note: All activities are subject to change, as necessary, due to inclement weather or facility issues.

Check-in Procedure

Forms: All unit leaders should use & bring with them the Circle Ten Activity Unit Roster or an event roster printout from my.scouting.org. The event staff must receive a roster of all attendees for every unit at camp.

The unit leader must submit a copy of current medical forms (Parts A & B) for all attendees from their unit to the medical staff for the duration of the event. These will be returned in the unit's check-out packet after proper campsite inspection.

All forms must be properly filled and signed. There will be no exceptions.

Only one adult leader per unit will be allowed in the pavilion to complete the check-in process. Upon completion, campsite assignment and additional information will be provided.

Activities

The Scouts BSA units and OA Chapter of our district and their adult volunteers are what make Camporees a success; however, we sometimes need more than just volunteers to pull off an activity or competition. The activities themselves are suitable for traditional Scouts BSA patrols. In the spirit of fair competition, Scouts BSA units should not shuffle their scouts to create a super patrol just to win the events.

The following is the list of activities and competitions and the supplies to be provided by the event or a patrol. Any other supplies necessary for the activity/competition is the responsibility of the patrols. This list is not meant to be a complete list.

Fire Building

Goal: Provide one (1) cup (8 oz) of boiled water as fast as possible after the first strike.

Equipment Provided by Event: one raised fire pit, one bucket of water for putting out the fire, official measuring cup.

Equipment Provided by Patrol:

- Tinder
- Kindling
- Lighting Method (matches or other no-flame fire starter; no lighters or liquid fuel allowed)
- Pot or can
- Potable Water
- Measuring Cup
- Any necessary utensils to safely place, retrieve, and pour the container of boiling water into the judge's measuring cup.

Rules:

1. Each Patrol shall build a fire which is suitable to boil water.
2. The timer will start at the first strike of a lighting source (match or other method).
3. **NO LIQUID FIRE STARTERS, FUELS, OR ACCELERANTS ARE ALLOWED.** Any attempted use of any liquids, other than water, will result in disqualification from this event.
4. For each match after the first, five (5) seconds will be added to the total time.
5. If a matchless fire is started, ten (10) seconds will be deducted from the total time.
6. A rolling boil must be achieved with multiple sizeable bubbles breaking the surface of the water.
7. At the end, the boiled water must fill a measuring cup with a full eight (8) ounces of boiled water. A patrol that does not provide a full cup of boiled water will be penalized.
8. Timing will stop once a full, rolling boil is reached.
9. The patrol must put the fire "cold out" and dispose of the charred wood and ashes per instructions from activity staff before the patrol is allowed to leave the event.

Pioneering

Goal: Construct a ladder such that the entire patrol may ascend and descend to the other side.

Equipment Provided by Event: Spars, rungs, and ropes.

Rules:

1. Each Patrol shall construct a three (3) rung ladder utilizing the provided equipment.
2. All patrol members are expected to assist in the assembly of the ladder. Penalty time will be added if a patrol member does not participate in at least one lashing.
3. Time will begin when the activity staff tells the patrol to start.
4. Once the ladder is constructed, all patrol members (individually) must climb the ladder and descend on the other side while the rest of the patrol is holding the ladder more or less vertically. All three rungs must be stepped upon during both the ascent and descent.
5. Once the patrol has completed their traverse to the other side of the ladder, timing will stop.
6. The patrol shall disassemble the ladder and return all provided equipment and materials to starting condition to the satisfaction of the activity staff before being sent to the tent pitching portion of this event.
7. Time may be added or subtracted due to the quality of the lashings, team spirit, and other patrol factors.
8. Recommended lashings include Square Lashing, Diagonal Lashing, Japanese Square Lashing, or Filipino Diagonal Lashing.
9. Any edition of the Official Boy Scout/Scouts BSA Handbook may be used as a guide to lashings during this event.

Tent Pitching

Goal: Setup a sturdy, lean-to structure as quickly as possible.

Equipment Provided by Event:

- One (1) tarp
- Two (2) staves
- Four (4) small rocks (size of golf balls)
- Six (6) stakes
- Six (6) ropes of various lengths
- One (1) mallet

Rules:

1. Using just the equipment provided, each Patrol shall set up a lean-to structure to provide shelter for the patrol.
2. The timer will start with a “go” from the activity staff.
3. Proper knots shall be used at all connection and end points of the ropes.
4. Timing will stop when all members of the patrol are sitting within the structure.
5. Improperly tied or improper use of knots will add five (5) seconds to the total time for each occurrence.
6. Each use of a grommet shall result in a penalty being assessed.
7. All equipment must be returned to the starting condition before the patrol is allowed to leave.

First Aid

Goal: Properly treat and transport an injured member of the patrol.

Equipment Provided by Event: Two (2) long staves, One (1) tarp.

Equipment Provided by Patrol:

- Leg Splint
- Arm Splint
- Triangular Bandages

Rules:

1. Each patrol will treat a patrol member for the following:
 - a. Possible broken leg
 - b. Possible broken arm
 - c. Dislocated shoulder (same arm)
2. The patient will be properly splinted and bandaged.
3. The patient will then be transported in a field stretcher by the rest of the patrol to the finish line. Dropping or bouncing the patient will result in penalties being assessed as determined by the activity staff.
4. The timer will start with a "go" from activity staff.
5. Improper use of first aid, including knots to tie bandages, will add five (5) seconds to the total time for each occurrence.
6. All equipment must be returned to the starting condition before the patrol is allowed to leave.

Sectioning

Goal: Determine the Patrol's exact current location on a map by observing bearings to identifiable landmarks.

Equipment Provided by Event: Map, marking pencil.

Equipment Provided by Patrol: Compass, straight edge.

Rules:

1. Each Patrol shall measure bearings to easily identifiable landmarks that are found on the provided map and may be seen from their current location.
2. With these measurements, the patrol shall determine their exact location at the intersection of the found bearings by drawing the bearing lines on the map.
3. When finished the patrol and their elected spokesperson will present their findings to the activity staff.
4. Activity staff will grade the patrol on a scale of 100 as to the completeness of their drawn solution, the explanation of their process, and the accuracy of the found location.
5. All equipment provided will be returned by the patrol to starting condition to the satisfaction of the activity staff before being allowed to leave.

Orienteering

Goal: The patrol shall find their way to each of the events, in the correct order, using a basic camp map, bearings, and distances.

Equipment Provided by Event: One (1) paper map.

Equipment Provided by Patrol: Compass, method of measuring distance on the provided map.

Rules:

1. Each Patrol shall be given a course of bearings and distances that will guide them to their next activity. Other patrols will have a different course to follow to facilitate each patrol finding their own way.
2. The compass course only provides a bearing and distance as the crow flies between activities. It is up to the patrol to choose the best path to reach the destination. "Cutting line" or "bushwacking" is not expected or allowed. Please use established trails and roads to reach the next activity.
3. The times of checkout at one event and check-in at the Patrol's next event will be recorded.
4. The total travel time will be used to score this event.
5. Each Patrol is expected to provide their own Patrol lunch "on the trail" between events and during the noon hour. No camp or backpacking stoves shall be used, and all Leave No Trace rules (pack it in, pack it out) shall be followed.
6. A lunch break is expected to be taken during your time at an event site (between check-in and check-out) and will be taken into consideration when the total travel time is scored at the conclusion of the competition.
7. Penalties shall be added to the total time if the Patrol does not attend the events in the proper order for the compass course assigned to them.

Shooting Sports

Goal: Show off your marksmanship.

Equipment Provided by Event: All shooting sports equipment shall be provided.

Rules:

1. Each Patrol shall provide up to two (2) shooters per range.
2. All shooters must participate in appropriate safety and use briefings for the specific range to be used.
3. Possible shooting sports may include some combination of shotgun, rifle, archery, action archery, tomahawk, or paint ball. Actual choices will be decided at the time of the Camporee due to many availability factors.
4. Scoring for each range will be combined by the activity staff to provide a single score for the patrol.

APPENDIX