

Pensacola Bay District
Gulf Coast Council
2024 Spring "FRONTIER RENDEZVOUS"



Leader Guide



Pensacola Bay District Spring “Frontier Rendezvous”

Friday, March 15 – Sunday, March 17, 2024

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INTRODUCTION - WELCOME

Welcome Scout Leaders and Parents,

Thank you for joining us for the Pensacola Bay District Spring “Frontier Rendezvous” weekend! Over a hundred and fifty years ago, frontier families, fur trappers, mountain men, and Native Americans would gather each year to trade goods, gather supplies, share news, and enjoy good food and friendly competitions. These gatherings were called the Rendezvous and people would travel great distances to enjoy these times together.

We know you and your Scouts will enjoy this weekend together to experience great games, food, and fellowship inspired by the times of our ancestors. We promise you an event where your Scouts will have fun through learning, teamwork, and competition with other units from around the District and Council. It’s time to Rendezvous!

Please print and read through this Event Leader Guide. It contains important information that you and your unit leadership will need to plan and prepare for the best Scouting experience. If anything is confusing or unclear, please ask right away so you and your Scouts can Be Prepared for a fantastic event.

Our Mission

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Law

A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

Scout Oath

“On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.”

RENDEZVOUS DESCRIPTION

WHEN: Friday to Sunday, March 15 – 17, 2024.

Check-in between 5:00-8:00 p.m. Friday night, March 15.

Check out by 11:00 a.m. Sunday morning, March 17.

WHERE: Santa Rosa Band of the Lower Muscogee Tribal Grounds
4750 Willard Norris Rd.
Milton, FL 32570

WHAT: The Spring Frontier Rendezvous is being hosted by the Pensacola Bay District to bring together Scouting units from all over the District. This event will challenge these Scouts to test their outdoor skills, embrace their inner frontiersman, learn something cool, meet other Troops and Scout families, enjoy friendly competition, and have good Scout fun!

WHO: ALL Scouts BSA Troops, Venturing Crews, and Sea Scout Ships in the Pensacola Bay District are invited. All other Scouting units from Gulf Coast Council as well as adjoining Councils are encouraged and welcome to come join in the fun.

WHY: Because Scouting is FUN with a purpose! Come enjoy unique activities, develop skills, accomplish rank requirements, and build camaraderie with fellow Scouts and Scouters from all across our area.

RENDEZVOUS INFORMATION

Please register your Troop online here: [HTTPS://SCOUTINGEVENT.COM/773-Rendezvous24](https://scoutingevent.com/773-Rendezvous24)

When registering your unit, you will need to list the individual names of youth and adults planning to attend when you register and pay. Additional youth and adults may be added and paid for until the registration deadline, March 8, 2024, 11:59 p.m.

CHECK-IN

Units should not arrive before 5:00 p.m. on Friday. Once you arrive at the Tribal grounds front gate, you will be directed to the check-in tables. All required paperwork will be checked there. Your campsite assignment and Troop information packet will be given to you as well.

Please have the following information available at check-in:

- a. A unit roster of Scouts and adults (template is in the back of this guide).
- b. Name and number of Patrols participating.
- c. Health forms parts A, B1, and B2 for ALL attending Scouts and registered adults. These will be held by the Unit Leader.
- d. If paying at the gate, correct change or checks will be accepted. It is preferred that all Troops preregister and pay online or at the Council office. If you pay at the gate, your Troop is not guaranteed Rendezvous patches.

FEES AND DEADLINES: \$15 for youth, \$10 for adults, \$5 for day visitors through March 1. Fees increase to \$20 for youth, \$15 for adults, \$5 for day visitors after March 1, and \$25 for youth, \$20 for adults, and \$10 for day visitors if purchased after March 8th or at the gate. Please register and pay online or make checks out to "Boy Scouts of America, Gulf Coast Council" or "BSA GCC." Rendezvous fees cover the cost of property usage, equipment rentals, awards, patches, and supplies.

LAST DAY TO SIGN UP: Registration deadline is March 8, 2024, at 11:59 p.m. This will allow staff adequate time for campsite layout and event assignments and preparation. Units registering late or at the gate risk not having a campsite near the camping area or event patches.

OFF-LIMITS AREAS: The tribal grounds have numerous areas that are sacred and off-limits to event participants. These areas include the Dance Circle and the Village Chickees and buildings. The Tribal Hall, kitchen building and deck, construction area, and the barn are also off-limits. Please ensure ALL Scouts and Scouters stay clear of these areas.

WEATHER: The Rendezvous will be held regardless of weather conditions but will be guided by the BSA Guide to Safe Scouting and Weather Hazards guidance.

MEDICAL: A Medic will be available throughout the event. If your Troop has trained medical professionals (doctors, paramedics, first responders, etc.), please inform us at check-in.

SPECIAL CONSIDERATIONS: If you have any Scouts or Scouters that need special accommodation, use of mobility assistance vehicles, or any other concerns, please let us know by 5:00 p.m., Monday, March 11, 2024.

UNIFORMS: Field Uniforms will be worn on arrival, general assemblies, and Scout's Own. Activity uniforms may be worn at all other times. As an alternative, Frontier costume may be worn instead of Scout uniforms and are encouraged, so have fun. Members of a Native American tribe and approved members of the Order of the Arrow ceremonies team may wear Native American regalia, but ALL Native American regalia must be specifically approved by Rendezvous staff as culturally accurate to our local tribes and not offensive to our tribal hosts. Please submit a photo to the event coordinator for review. Any questions about this should be cleared up BEFORE arriving. This is not an OA event so OA sashes should NOT be worn.

RENDEZVOUS ACTIVITIES: Saturday will consist of inter-Troop/Patrol competitions and an evening campfire program. For those Scouts who are not in a competition group, many of the activities will be open all day for their enjoyment in addition to the competition times. There will also be a service project benefiting the Tribe and each unit is expected to volunteer at least one hour on Saturday to help. Please plan to stay for the Scout's Own services, awards presentation, and closing on Sunday morning.

CAMPSITE INSPECTIONS: Judging forms will be handed out at check-in. Campsite inspections will start after 10:00 a.m. on Saturday.

WEBELOS/AOL: WEBELOS and AOL are invited to attend the Rendezvous as day visitors on Saturday for a reduced fee. They can participate in the events and competitions in accordance with the Guide to Safe Scouting and Youth Protection guidelines.

PETS: No pets are allowed at this event.

SM/SPL MEETING: There will be an information meeting at 8:30 p.m. on Friday evening. The location will be announced at check-in. 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.

PATCHES: Each registered Scout and Scouter will receive a souvenir patch at check-out. Patches are limited, so make sure you sign up early. Additional patches may be sold after breakfast on Saturday if there are any available.

CHECK-OUT: Rendezvous check-out procedures will be provided at Friday's SM/SPL meeting. All units are expected to follow "Leave No Trace" guidelines to leave their campsite better than they found it. Please check out with Rendezvous staff before departing. The Rendezvous officially ends after closing ceremony on Sunday. All Units must depart no later than 11:00 a.m.

HEALTH AND SAFETY

The Camp Medic is continuously on site and on call to meet medical needs beyond the abilities of Unit Leaders.

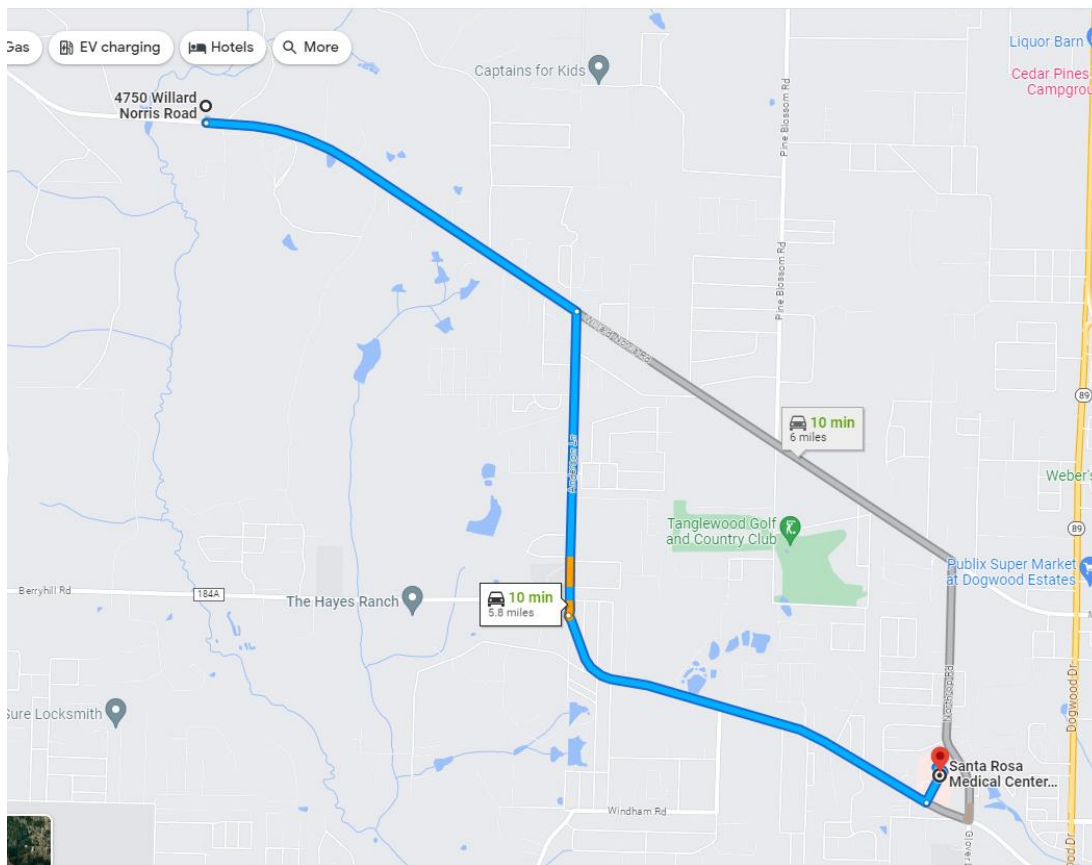
Daniel "Dan" Davis, RN
734.904.8970
dndavisii@gmail.com

For insurance purposes and for the health and safety of all participants, all accidents and illnesses, no matter how minor, must be reported to the Camp Medic and District Executive.

Completed BSA Medical forms parts A, B1 and B2 are required for all participants (youth and adults) at check-in on Friday. Following check-in, Unit leaders will retain all medical forms and provide to the Camp Medic or emergency personnel if needed.

All unit leaders please closely screen everyone in your group before coming to Rendezvous to reduce the risk of introducing illness to camp.

The closest Emergency Room to the event is **Santa Rosa Medical Center** located approximately 10 minutes away at 6002 Berryhill Rd, Milton FL 32570.



CAMPSITE ASSIGNMENT AND CAMPING DETAILS

LOCATION: The Rendezvous is being held on the grounds of Santa Rosa Band of the Lower Muscogee Tribe. Camp sites will be marked at the southwestern end of the property.

SITE ASSIGNMENT: Each unit will be assigned a campsite. Campsites will be clearly marked off and each Troop MUST keep all its tents and gear, including trailer, inside the assigned area. All other Troop vehicles and extra trailers will be parked in the designated parking lot and cannot be moved during the Rendezvous.

FIRES AND COOKING: Ground fires are NOT permitted on Tribal grounds for cultural/ceremonial reasons. Cooking by propane stove and grills/Dutch ovens using charcoal is allowed, but charcoal chimneys must be lit and Dutch-ovens used either on an appropriate table or in an above ground grill/fire pit. Units must abide by Leave No Trace principles and be prepared to clean up and safely dispose of any coals and ash. Picnic tables are not available so units must provide all tables, awnings, and seating needed for their attendees.

WASTE: A dumpster will be provided for trash. Cooking and cleaning water may be broadcast along the tree line after food particles are sifted out of the water.

WATER: Potable water is available on the property, but each unit must provide containers and transport their own drinking water.

LATRINES: There is a bathroom facility on the grounds for adult use and additional porta-potties will be provided for both adults and Scouts.

POWER: Power is NOT available in the campsites. Any attendees who need power for equipment such as CPAP or phone charging must provide their own power source such as batteries or power packs.

FOOD OPTIONS: There will be food trucks on property for lunch on Saturday. Troops are encouraged to use this service vice cooking in order to have more time for activities. Details will be provided at check-in and SM/SPL meeting. The STSR Alumni Assn. will also have a "mini-trading post" set up offering snacks, drinks, and other items throughout the day on Saturday along with popcorn, etc. during the Story Telling Campfire. Proceeds from the trading post benefit improvements to STSR.

RENDEZVOUS SCHEDULE

Friday, March 15

- Unit arrival & set up (5:00 p.m. – 8:00 p.m.)
- Dinner at your campsite or prior to camp arrival
- SM/SPL Meeting (8:30 p.m.)
- Lights Out (10:30 p.m.)

Saturday, March 16

- Reveille (6:30 a.m.)
- Breakfast at your campsite
- Morning Blessing (conducted by Chief Dan “Skyhorse” Helms) (8:00 a.m.)
- Rendezvous Kick-Off (8:45 a.m.)
- Trading Post Open (9:00 a.m. – till)
- Troop Competitions (9:00 a.m. – 11:00 a.m.)
- Lunch at your campsite or food trucks (11:00 a.m. – till)
- Troop Competitions (12:00 p.m. – 5:00 p.m.)
- Dinner at your campsite (5:00 p.m.)
- Camp Fire (7:00 p.m.)
- Lights Out (10:30 p.m.)

Sunday, March 17

- Reveille (6:30 a.m.)
- Breakfast at your campsite/pack up/campsite inspection
- Scout’s Own Service (8:00 a.m.)
- Recognition/Awards Presentations (9:00 a.m.)
- Break Camp/LNT Cleanup/Checkout (NLT 11:00 a.m.)

** A more detailed event schedule is included in the Troop Packet at Check-In **

BSA CAMPOREE SAFEHAVEN GUIDELINES

We know that different troops handle their programs in different ways. However, when you're at the District Camporee, we all must live close together under some common rules. To make this a pleasant experience for everyone, we've listed the BSA Camporee Safe Haven Guidelines.

Please take some time prior to arriving at the Camporee to have your Senior Patrol Leader review these guidelines with their Scouts:

- 1) The Camporee follows all points found in The Guide to Safe Scouting. Discipline is to be handled by unit leaders. If a troop has any questions about this, please ask the Camporee Coordinator or District Executive.
- 2) An atmosphere of respect and consideration for others needs to be promoted and exemplified by all adults and junior leaders.
- 3) All language used at the Camporee must follow the 11th and 12th Points of The Scout Law.
- 4) Scouts are never to enter anyone else's campsite without being invited or being granted permission.
- 5) Scouts are not allowed to leave their campsites after the designated "in camp" time each night. Adults and Scouts must adhere to the "Lights Out and Quiet Times" each evening. This consideration for others is especially important when troops are camped close to each other as they are here.
- 6) We ask that no adult or Scout arise before 6:00 a.m., but we know that's not always possible. Adults and Scouts arising before 6:00 a.m. must talk in whispers and not make any noise that will disrupt neighbors, and stay in their own campsite.
- 7) Competition must always be conducted with Scout Spirit.
- 8) Inappropriate Troop or Patrol yells should not be used at any time during the Camporee. The Camporee Coordinator will notify a Scoutmaster if this is in question with his unit.
- 9) Nothing is to be thrown while at the Camporee, including pine cones, rocks, sticks, or anything else, unless in an event approved by the Camporee Staff.
- 10) Scouts should not wear bandanas, baggy pants, backward hats or other non-Scout clothing that presents an image contrary to Scout ideals and uniformity.
- 11) We expect Troops to manage their free time. Please make sure that free activities are positive and contribute to the weekend program.

AWARDS

Event Awards

For each of our Event Competitions, a First, Second, and Third place award will be given. These awards will be determined from the highest score for each Troop/Patrol. Troop flag streamers will be awarded for each of the Rendezvous' competitions. Awards will be presented at the closing ceremony on Sunday morning. For units that must leave early, please let the Rendezvous Coordinator, Rick Walker, know before supper on Saturday.

Costume/Regalia Awards

While uniforms are always appropriate at a Scouting event, participants at this Rendezvous are encouraged to dress in Frontier costume as a way of getting into the spirit of the weekend. Additionally, members of a Native American tribe and approved members of the Order of the Arrow ceremonies team may wear Native American regalia as long as that regalia is approved. Costumes will be looked at through the day on Saturday and the top 3 will be judged and the individuals awarded at the closing ceremony.

Best Campsite Awards

Frontier campsites may not have been very neat and clean but yours should be. Campsites will be inspected on Saturday and the best 3 will earn recognition at the Sunday morning closing. A Scout is clean!

Honor Troop Award

This award will be presented to the top three Troops that achieve the best overall performance across all elements of the Rendezvous. The idea of this award is to identify the Troops that make the most of their Rendezvous experience. If your Troop participates in more activities than other units, then you have a better chance of winning the award. Participating in events is only part of the equation. The second part is how well the Troop performs in those events. Unit performance in the Campsite Inspection is included as the third part. Each Patrol from the same Troop, if competing separately, will share the score for the Troop's campsite. The final award element is Scout Spirit: Use of flags and cheers, showing up to cheer on your Troopmates, adherence to the Oath and Law, and the overall impression the Troop makes as a Scouting unit over the entire Rendezvous. The District Executive is the final judge and will approve all awards.

RENDEZVOUS EVENT LIST

EVENT #1: Tomahawk Throw

Objective: Achieve the highest combined score.

Rules: Each Troop/Patrol will be given 10 throws at a set of targets. It is preferred that each throw be made by a different unit member, but this is not required. Points will be awarded according to the target with a tomahawk in it. Only tomahawks that stick in the target will be counted. In the event of a tie, a final throw-off will decide the winning Troop/Patrol.

Scoring: Each Troop/Patrol will be evaluated by total points with a bonus for how many different members participate, and Scout Spirit. Scout Spirit will be judged by how well the team is represented and the enthusiastic support from their team.

EVENT #2: Frontiersman Trail Relay

Objective: Complete the trail relay race in the fastest time.

Rules: Each Troop/Patrol will select a four-member team to run the four segments of the trail course. The race will use a rally start where each runner starts in a staggered order at a specific time.

Scoring: Each Troop/Patrol will be evaluated for total team time and Scout Spirit. Penalties will be assessed for cutting any portion of the marked course. Scout Spirit will be judged by how well the Troop/Patrol is represented and their enthusiastic support for their team.

EVENT #3: Lumberjack Race

Objective: Achieve the fastest time cutting through a log.

Rules: Each Troop/Patrol will select two single-member competitors and a three-member team to cut through a log with a bow-saw just like a lumberjack. Each competitor must have their Toten Chip. Units can select as many or as few teams as they want. It is not necessary to have competitors in each category.

The one-person competition will be further separated into two divisions. Division "A" will be for Scout through Second-Class rank and Division "B" will be for First-Class through Eagle Scout rank. Division "A" will cut through the log once and Division "B" will cut through twice. The three-member team will have each member cut through the log once for three cuts total. Each unit is encouraged to bring their own saw that has been sharpened and adjusted by the Scouts. The log(s) and eye protection will be provided.

Scoring: Each single competitor and three-person team will be timed and the final times of all competitors will determine the top three scores in each category. Scout Spirit will also be judged by how well the Troop/Patrol

is represented and their enthusiastic support for their teams. Extra points may be awarded for exceptional support.

EVENT #4: Cattle Roping

Objective: Achieve the fastest time throwing a lasso over a simulated cow.

Rules: Each Troop/Patrol will select a three-member team to throw a lasso over a cow's head from a choice of three different distances. Each member must rope the cow and each member can try from any distance mark. The team is not required to score from each distance.

Scoring: Each Troop/Patrol will be evaluated for total team time to achieve three roped cows with distance bonuses. Lassoing the cow from a longer distance earns more bonus points, but may take longer and earn a lower total score. Choose wisely. Scout Spirit will also be judged by how well the Troop/Patrol is represented and their enthusiastic support for their team.

EVENT #5: Frontier Chopped Cooking

Objective: Make the best dish with materials and methods appropriate to the 1850s – 1880s.

Rules: Each Troop/Patrol will select cooking teams of no more than three members. Larger Troops can have more than one team. Approximately three weeks before the Rendezvous, a recipe card will be posted so each cooking team can make their plan. The recipe card will detail the dish, its ingredients, cooking method, and allowed cooking tools. Each cooking team must bring their own cooking equipment, fire source either wood or charcoal with either a Dutch oven table or fire pit, and ingredients to the Rendezvous. Remember that no ground fires of any kind are allowed on Tribal land. Each team is allowed to bring three additional ingredients of their own choosing to use in their dish.

Cooking will begin after lunch and the final dish is due to the judges at the appointed time. All preparation and cooking will take place in a designated event area and only cooking team members are allowed in the area. The cooking teams only need to prepare enough food for the judges. They do not need to feed anyone else unless they choose to.

Scoring: Judges will score dishes based on presentation, taste, temperature, creativity, adherence to the prescribed methods, and execution of the recipe. Turning a dish in late will earn a penalty.

Event #6: Travois Race

Objective: Construct a Native American Travois with provided materials, load a set of "supply" packages, and cover a set course in the fastest time.

Rules: Each Troop/Patrol will construct a Travois using provided materials, appropriate lashing methods, and according to a given set of plans (see examples at the end of this guide). Travois will be constructed on site,

during the day on Saturday before the race time block. Once the race clock starts, the Troop/Patrol will load “supply” packages that will be provided and secure them to the Travois. Expect this load to be heavy and bulky. Troop/Patrol members will then drag the Travois using “Scout power” over the set race course. The Travois can only be pulled by one person at a time and the team can decide if one person completes the entire race or they work as a relay.

Scoring: Each Troop/Patrol will be evaluated for Travois construction, supply loading, race time, and Scout Spirit. Scout Spirit will be judged by how well the Troop/Patrol is represented and their enthusiastic support for their team. Adult participation in construction is not allowed and will earn a penalty.

EVENT #7: Pole Ball

Objective: Defeat all other teams in a round-robin competition.

Rules: Each Troop/Patrol will select a six-member team. Two teams will play each other in a game, and all teams will play through a double-elimination round-robin schedule. The game is played with a leather ball and a pine pole set vertically in the ground. The pole has a painted colored band two feet below the top and it is topped with a wooden fish. There is a “keep-out” circle six feet out from the pole. Players throw the ball to strike either the pole or the fish. Opposing players try to block the throw without touching the other team’s players. The ball may be passed between team mates and the pass may be intercepted by opposing players. Players must keep at least six feet away from the pole and if a player with the ball enters the “keep-out” circle, then the ball goes to the opposing team. Similarly, if a player with the ball goes outside the “out-of-bounds” circle, then the ball goes to the opposing team.

Scoring: Points are awarded by striking the pole or the fish with a leather ball. One point is awarded for hitting the pole between the fish and the painted band and four points for hitting the fish on top of the pole. The first team to score 11 points wins the game. Poor sportsmanship such as pushing, tripping, or foul language will cost the team two points for each occurrence. Scout Spirit is judged by how well the Troop/Patrol is represented and their enthusiastic support for their team can earn bonus points.

EVENT #8: Bow Hunting

Objective: Achieve the highest team score.

Rules: Each Troop/Patrol will select a three-member team to shoot at assorted archery targets from different shooting stand locations. The team will be given a fixed number of arrows and a single bow. The team will move along a set “hunting” course and be presented with a series of archery targets. The team will shoot with the goal of hitting each target with as few arrows and as accurately and quickly as possible. Each team member must shoot at least once.

Scoring: Each Team will be evaluated on the number of targets hit, the placement of hits on the targets, number of arrows used, and the time to complete the course. Scout Spirit will be judged by how well the Troop/Patrol is represented and their enthusiastic support for their team.

EVENT #9: Trap/Snare Setting

Objective: To design and build the most effective animal trap/snare among the participating Troops/Patrols at the Rendezvous.

Rules: Each Troop/Patrol may design their trap before arriving at the Rendezvous. The animal trap/snare should use designs, construction methods, and materials that were available on the American frontier in the 1850s-1880s (e.g., all rope and twine must be manila hemp; no factory-milled wood can be used; etc.). The trap/snare must be assembled on site after the event time clock has started. Additionally, each Troop/Patrol must declare the animal(s) for which their trap/snare is intended.

Scoring: Event judges will evaluate traps/snares for historically accurate designs, correct materials, and perceived effectiveness for the targeted animal.

EVENT #10: Frontier Campfire

Objective: To entertain the Rendezvous with unique tales of greatness!

Rules: Each Troop/Patrol will select a story teller or a group of story-tellers who will entertain the Rendezvous with awe-inspiring stories of the day and how well their Troop/Patrol did. If they choose, the storyteller(s) can instead tell a tale of another time of Troop greatness/legend, or even other stories of Scouting greatness/legends. Frontier or Native American legends, or other inspiring tales are also appropriate. These stories of greatness do not have to have evidence of accuracy. Frontiersmen were known to stretch the facts now and then and tell a "Tall Tale." The Scouts are encouraged to follow their ancestor's example and use their imaginations liberally. A musical rendition of their tale can bring even higher acclaim to the story-tellers, but the audience's reaction cannot be guaranteed.

Each story should last at least five minutes, but no longer than 10 minutes. Traditional "Scout Camporee" skits and/or songs are NOT appropriate for this event. This is a purely fun time so no score will be given. However, violation of this one restriction will likely result in the story-teller(s) getting "the Hook" and perhaps some good-natured ribbing from the Rendezvous audience for their lack of imagination.

ADDITIONAL INFORMATION

SCOUTING SERVICE PROJECT

The Rendezvous, its leaders, and all of our Scouts are guests of the Santa Rosa Band of the Lower Muscogee Tribe. As an expression of our thanks for their generous support, we have agreed to help complete a service project for the Tribe. Details of that project will be presented at the SM/SPL meeting on Friday but each Troop will plan to participate in the project for one hour during the day on Saturday.

CAMPSITE INSPECTION COMPETITION

BEST CAMPSITE: This is a Troop level activity and all campsites will be graded and inspected on the Troop level. The inspections will happen on Saturday starting at 10a.m., and the top three campsites will be announced on Sunday at the award ceremony. The criteria focus on campsite organization, cleanliness, and safety considerations, for example:

1. Unit number/name(s) clearly posted.
2. Kitchen area is clean.
3. Cooking gear clean and properly stored.
4. Campsite, in general, is organized and clean. All equipment is stowed, tents and awnings staked down, no paper, food, or other trash laying around.
5. Scoutcraft and camp improvement(s) in place (e.g., entrance, roped off areas, etc.) with minimum impact to nature (structures must be lashed, no bolts, glue, nails, etc.).
6. Individual equipment is neatly stowed/secured.
7. Backpacks and/or patrol boxes are neatly stowed/secured.
8. Trash bag(s) is/are visible and being used.
9. First Aid kit(s) visible, readily available and marked as a First Aid Kit.
10. Troop/Patrols whose campsites need immediate attention for health or safety concerns may be called back to their campsite to correct the issue.

CAMPSITE INSPECTION SCORE CARD

This scoring sheet will be used to conduct campsite inspections. Campsite inspections will be at the Troop level with each Patrol sharing the score.

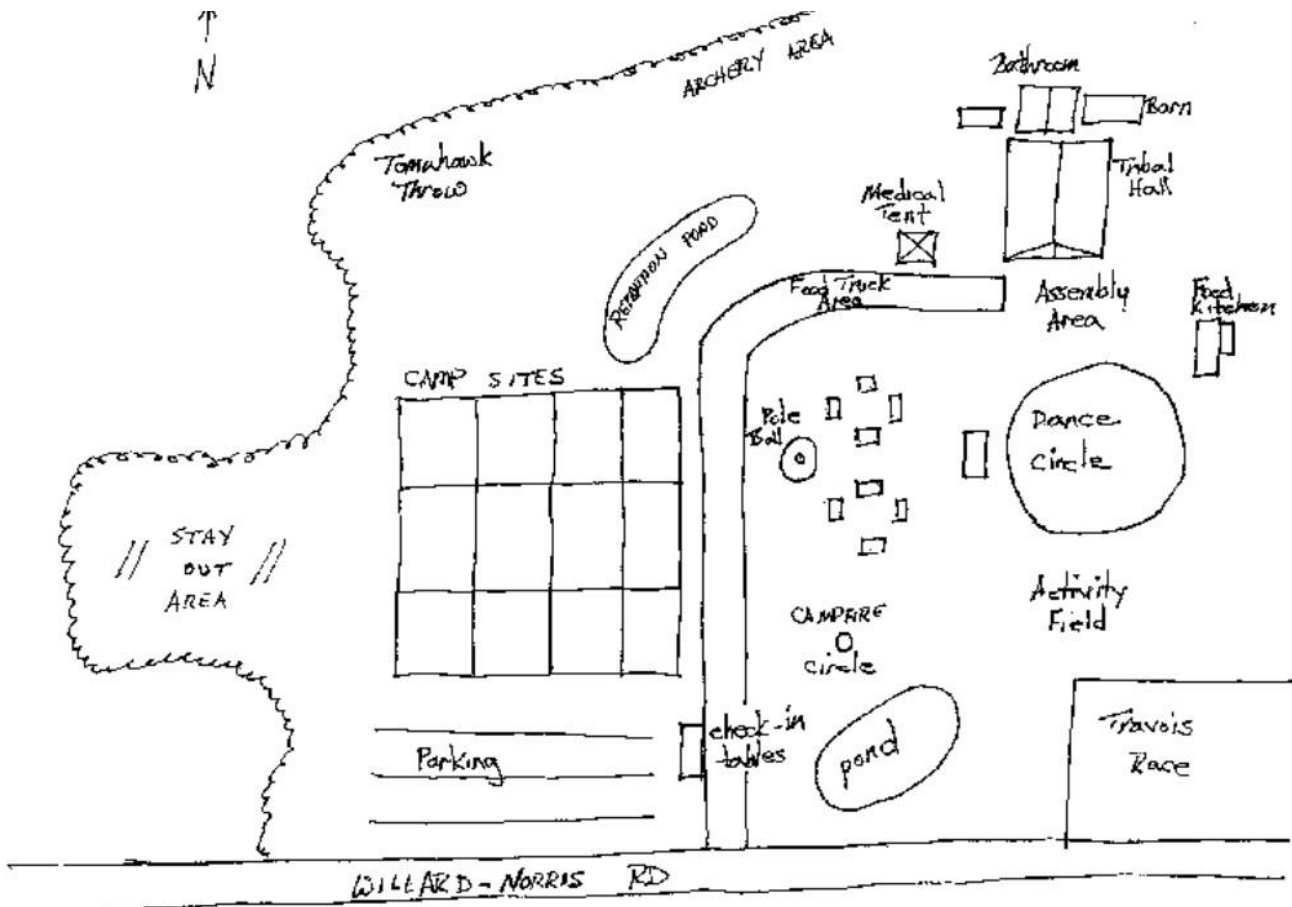
Notes to Unit Leadership and Campsite Inspectors:

- The purpose of the campsite inspection is to help teach Scouts the value of having a clean, neat, and safe campsite.
- The inspection is intended to be a positive experience for Scouts and adult leaders rather than a punitive measure.
- Inspectors are encouraged to give the “benefit of the doubt” when they inspect a site.
- Each inspection item should be scored a zero or number within the range shown for that item (for example a 5 point maximum item may be scored 0, 1, 2, 3, 4, or 5)
- Inspection sheets should be displayed in a public area within the campsite so that all Troop members are aware of inspection scores and deficiencies.

UNIT #:	CAMPSITE #:	Possible Points	Points Earned
Campsite			
• Campsite organization/tents layout neat and orderly		15	
• Fire bucket filled/proper placement at kitchen		5	
• First Aid Kit readily accessible		10	
• Troop flag properly displayed		5	
Patrol Equipment			
• Cooking utensils & equipment clean, organized, and stored		5	
• Tables, chairs, awnings, lanterns, gas bottles neat and safe		10	
Sanitation			
• Water jugs with lids on		5	
• Garbage container available and in proper use		5	
• Hand washing station		5	
• Food stored properly (dry in dry, cold in cold)		15	
Personal Equipment			
• Clothes and gear stowed inside tents		10	
• “Leave No Trace” being practiced		10	

Grand Total 100

EVENT MAP



TRAVOIS EXAMPLE

INDIAN TRANSPORTATION BY LAND

