

Del-Mi 2016 Winter Camporee

# **S.C.O.U.T.**

**(Secret Camp Outdoor Undercover Tacticians)**  
Leader's Guide



**22-24 January 2016**

**Camp Kikthawenund**

7651 W 500 N

Frankton, IN 46044

**Camporee Host Unit – Troop 132**

# General Information

## Event Check In

Check-In will be located in the dining hall office from 6 to 10 pm. Units are asked to arrive with a roster listing all youth and adults attending the event.

Troops may haul one trailer at a time to their campsite. Trailer towing vehicles must return to the camp parking lot. All other vehicles must park in the parking lot.

## Campsites and campfires, Troop flags

Campsites will be allocated in accordance the number of attendees the unit has registered. Due to Indiana's current battle with the Emerald Ash Borer we ask that no firewood be brought into camp. Please bring your Troop flag to display proudly at your campsite. Patrol flags are encouraged as well.

## First Aid/Safety

A First Aid Station staffed by medical professionals will be located in the dining hall all day on Saturday. Follow your standard in-unit protocols for first aid and general safety. The First Aid Station should be used for situations beyond what your unit can handle on its own. The procedure for after-hours first aid will be provided at the PLC meeting Friday evening.

## Severe weather

Severe weather conditions will be announced by the Madison County outdoor warning sirens. In the event of approaching severe weather the sirens will deliver a three-minute audible continuous alert. Units are encouraged to have and monitor a NOAA Weather Radio as a back-up to the Madison County sirens. Severe weather sheltering procedures will be discussed in detail at the PLC meeting Friday evening.

## Water

Water will be available at the winter well building located at the Cherokee campsite entrance.

## Chess and Magic tournaments

Open to all youth. Bring your own sets. See Camporee schedule.

## Restroom facilities

The dining hall restrooms nearest the parking lot will be open for use as will the restroom and shower facility located near the swimming pool. Pool house restrooms and showers will not be open. All pit toilet facilities will be open.

## Trash and recycling

Troops must pack their own trash out to the camp dumpster. Recyclable materials should be taken home for recycling.

## Friday night PLC meeting

The PLC and cracker barrel for Scoutmasters and SPLs will be held in the Dining Hall on Friday beginning at 9pm. Scoutmasters and SPLs should attend to receive instructions for the weekend fun!

## Cost and registration

Cost for the Camporee is \$11 per person. Troop pre-registration is due by December 16th. Registrations received January 14<sup>th</sup> through January 21<sup>st</sup> will be \$13 per person.

Online registration will close January 21st. Troops register online at <https://scoutingevent.com/?dmcamporee>.

Send registration rosters to John Waidner at [Camporee132@gmail.com](mailto:Camporee132@gmail.com).

## Theme, participation expectations

The Camporee event scenarios follow a superhero theme. In spite of similarities all resemblance to trademarked superhero characters is purely coincidental. Each patrol will compete as a team under the galactic-wide Agents of SCOUT organization. Agents of SCOUT are known for their skill in the wilderness, their camaraderie, and their good humor under adverse and trying conditions. All team members are expected to cheerfully participate in each event.

## Costumes, team names and flags

Wearing of costumes in keeping with the Camporee theme is encouraged. Agents of SCOUT team flags are encouraged. Team naming in keeping with the theme is encouraged.

# 2016 Del-Mi Winter Camporee Schedule

## Friday – 1/22

- 6:00pm – 8:00 Check-in – Dining Hall
- 9:00 PLC & Cracker Barrel for Scoutmasters (or ASM) and SPLs – Dining Hall

## Saturday – 1/23

- 8:45am Flag raising – Parade Area
- 9:00 – 12:00pm Camporee stations open
- 12:10 – 12:50 Lunch A – Dining Hall
- 12:50 – 1:30 Lunch B – Dining Hall
- 1:40 – 4:40 Camporee stations open
- 5:00 Flag Lowering – Parade Area
- 5:15 – 8:00 Chess and Magic Tournaments – Dining Hall
- 6:00 – 8:00 Dinner and free time – campsites
- 8:30 – 9:30 Campfire – Dining Hall
- After 9:30 Troop Time in campsites – lights out and quiet by 11:00pm)

## Sunday – 1/24

- 8:25am Flag Raising – Parade Area
- 8:30 Scouts' Own devotional service – Dining Hall
- 8:45 Awards Ceremony – Dining Hall
- 9:15 – 10:30 Check out in dining hall office

# Station Descriptions

## Fire building

An Agents of SCOUT team is trapped in wilderness mountains with the Fireman, an ally who can control fire but can't make it. The team must use their awesome fire-building skills to make a fire for the Fireman to manipulate in order to survive the cold. However, evil aliens – who the Fireman has recently turned against – may be able to neutralize a single fire so the team must make three fires, each a different type, just to be safe.

Participants must bring their own fire starting tools. Allowed fire starting methods are: matches, flint/steel, and fire bow. Any number of attempts to start the fires is allowed. Fires must be lit concurrently and burn for five minutes minimum. Fuel and kindling will be provided. No accelerants or specialized tinder (commercial “fire sticks,” “instant start” charcoal, fat wood, etc.) are allowed. This is a timed event. Hint: tipi, platform, star, lean-to, log cabin, prairie pit, trench, schwedenfackel, and reflector are fire “types.”

## Map and compass

Evil aliens have tied hostages to trees in the wilderness. Sentient computers have searched the Galaxy and located the hostages. Teams have been deployed to free them. Each team must find one of the hostages and free him in as little time as possible using only a map, compass, and their awesome wilderness navigation skills.

Maps, compass bearings, and distance to the hostage's locations will be provided. The route to a hostage's location will consist of multiple legs. Participants are encouraged to know the length of their pace before arriving at this event. A pace = two steps. Those teams challenged by long division probably should download a four function calculator to their smart phones. Compasses will be available although each team is encouraged to bring their own. This is a timed event.

## Shelter building

An overwhelming force of alien space outlaws compel an Agents of SCOUT team to rapidly withdraw to a wilderness planet. Upon said wilderness planet they meet the alien Gruff who has cleverly concealed itself in the woodland landscape. Inspired by the Gruff, the team builds a shelter large enough to conceal two individuals huddled together for warmth. They must build their shelter before their pursuers arrive. The shelter must be durable enough to withstand (simulated) severe inclement weather.

Participants may use shelter-building materials collected from the woodland but are encouraged to bring materials with them – ropes or cords, tent spars (metal, milled wood), camo tarps, tent stakes, insulated ground pad, etc. – to aid in constructing their shelter. Pre-made shelters (i.e., tents, etc.) are not allowed. This is a timed event.

## First aid

An Agents of SCOUT team arrives on a winter planet searching for a crashed spaceship. They discover the crash site – in spite of evil aliens harassing and impeding their efforts – and find people with the following injuries: frostbite, heart attack, sprained ankle, broken arm, second degree burn, hypothermia.

The Agents must treat a subset of the accident victims appropriately. This is a timed event.

## Water rescue

The rascally Waterman has damaged the Agents of SCOUT team's boat by dropping an iceberg on it. His minions have used their powers to scare off any sea creature that might have helped the team rebuild their vessel. Iceman – a local superhero recently allied with SCOUT – has arrived in the nick of time to assist the team's efforts but has fallen into the water. The team must save him before he melts! All the team has at its disposal are two ropes, their awesome skill with knots, and their native intelligence. Using these three assets the team rescues Iceman.

Appropriate knots usage is expected. The ropes will be provided. This is a timed event.

### **Web knot tying**

Agents of SCOUT are being closely pursued by evil aliens. They need to make a trap for the aliens so they can escape. Only a web of devious design will do the job. Agents have at their disposal different lengths of rope to construct the necessary web on a square frame they quickly lash together. Since the evil aliens are exceptionally bright the Agents will need to confound them by using at least five different kinds of knots and lashings.

Ropes and frame materials will be provided. At the end of their participation the team must disassemble their web and return all materials to their designated place. This is a timed event. (Hint: What is a diamond hitch?)

### **Hammer throw**

Thor's hammer is leaking and he needs to take it back to Valhalla for repair. The hammer can only be moved by throwing it. A team from Agents of SCOUT volunteers to help Thor. To aid the team's efforts there are four concentric circles arranged with Valhalla at the center. From a position outside the circles, the hammer must be thrown towards Valhalla. Each throw will be scored based on the innermost circle the hammer lands in. Each member of the team will take their turn throwing the hammer.

As if throwing his hammer wasn't enough, Thor requires that there also be a tomahawk throwing component to the Agents' task. Multiple throws will be made by each team member. Embedding the tomahawk in the target will earn points.

Hammer and concentric circles, tomahawks and targets will be provided.

### **Agility and obstacle course**

An Agents of SCOUT team finds itself trapped on a winter planet inhabited by boastful alien creatures who express a desire to have the team over for dinner. In order to gain the respect of the boastful aliens and thus remove themselves from the dinner menu the Agents must demonstrate their physical prowess by running an obstacle course consisting of sprints and hurdles. To further demonstrate the team's superior physical conditioning, each Agent must perform as many pushups and sit ups he can accomplish within one minute.

Each part of the event is timed separately.

## **All day stations (Optional)**

### **Dove Tail**

Agents of SCOUT are afforded the opportunity to demonstrate their awesome wilderness woodworking skills by making a dovetail joint from provided materials. The materials are obtained at the dining hall when registering for the event anytime during the day on Saturday. Completed projects must be returned to the dining hall for judging by 5:00 pm Saturday. Returned projects must be labeled with Unit number and the team or a team member's name. The project judged best will be accorded appropriate recognition and the submitter(s) awarded official bragging rights.

Scoring will be based on the quality and fit of the joint. Agents of SCOUT must provide their own hand tools (no power tools) and the means for labeling their projects.

### **Cook off**

Those Agents of SCOUT desiring to demonstrate their superior wilderness cooking skills will submit for judging by a panel of experts any dish prepared while attending the Camporee. Dishes must be cooked on a wood or charcoal fire without the aid of bottled gas, electricity, or any dilithium-based heating method. The dish judged best will be accorded appropriate recognition and the cook(s) awarded official bragging rights.

When checking in on Friday please indicate if any of your Agents will participate in this event so a specific time at which the dish will be judged can be assigned. Judging will take place in the Agent's campsite at the appointed time.