

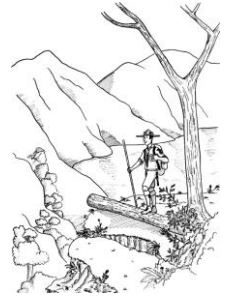


BOY SCOUTS OF AMERICA
BLUE MOUNTAIN COUNCIL













RATTLESNAKE DISTRICT SPRING CAMPOREE 2014

HORN RAPIDS COUNTY PARK on Friday April 11th & Saturday 12th, 2014

With optional **FREE** Night of Camping on **Saturday April 12st, 2014**



Is Your Troop Missing the OUTING IN SCOUTING
Attend the Rattlesnake Ridge District Boy Scout Spring Camporee 2014

<p>CAMP</p>  <p>THE START OF THE TRAIL THAT LEADS TO CAMP. SIGN UP AND STEP ON IT</p>	<p>CAMP</p>  <p>NOW IS YOUR CHANCE TO BE AN ACTOR IN THIS GREAT SCOUT PLAY. SIGN UP.</p>	<p>CAMP</p>  <p>A BEAR! A BARE FOOT—YES</p> <p>TRACKING TESTS AND TRAIL THRILLS AWAIT YOU. SIGN UP FOR CAMP</p>
<p>CAMP</p>  <p>HIT THE HIGH SPOTS OF HIKING AND HAVE A HAPPY HIGH OLD TIME. SIGN UP FOR CAMP</p>	<p>CAMP</p>  <p>EATS</p> <p>HEAR THE BABBLE OF THE BROOK AND THE CALL OF THE COOK. SIGN UP FOR CAMP.</p>	<p>CAMP</p>  <p>PIE FOR PIONEERS. PLENTY OF PARTS TO PLAY. TAKE YOUR PICK. SIGN UP FOR CAMP</p>
<p>CAMP</p>  <p>ACTIVITIES AND ATHLETICS. LET NO OBSTACLE STOP YOU. SIGN UP FOR CAMP.</p>	<p>CAMP</p>  <p>CAMP FIRE FUN SONGS AND STUNTS PLAYS AND PAGEANTS SIGN UP FOR CAMP</p>	<p>CAMP</p>  <p>LEARN THE WAYS OF THE WOODS. EVERY TREE A TRUNKFUL OF INFORMATION</p>
<p>CAMP</p>  <p>CAMP CAMP, CAMP THE BOYS ARE MARCHING. GET IN STEP FOR CAMP</p>	<p>CAMP</p>  <p>NATURE STUDY NUMEROUS SUBJECTS NOTEWORTHY SPECIMENS AT CAMP</p>	<p>CAMP</p>  <p>GLAD TO SEE YOU ALL AGAIN BOYS</p> <p>STAND IN THE SPOTLIGHT AND HAVE A BRIGHT TIME</p>

PUT THE DATES IN YOUR CALENDAR AND JOIN US FOR A GREAT WEEKEND OF FUN!!!

BLUE MOUNTAIN COUNCIL

RATTLESNAKE DISTRICT SPRING CAMPOREE 2014

HORN RAPIDS PARK on April 11th & 12th, 2014 with Optional FREE Camping Night on April 12st



Information Booklet

Camping begins Friday night with a Stew Pot Dinner
Events begin on Saturday 8:15 am with a Flag Ceremony

Registration Fee per Scout and Adult Leader

\$10.00 by Friday, April 04th, 2014

\$15.00 after April 04th, 2014 and at the door on Camp

ACTIVITIES WILL INCLUDE: CAMPFIRE – CHARACTER COUNTS – SCOUT OWNS – COMPETITION – RECOGNITIONS

**PLEASE BRING A STEW CAN PER PARTICIPANT
FOR OUR “NEVER ENDING” STEW POT DINNER ON FRIDAY**

FOOD BANK SERVICE PROJECT “KIDS HELPING KIDS”, DONATE DRY FOOD FOR THE LOCAL FOOD BANK

You can register online visiting our page <http://www.bmcbsa.org/rattlesnake-ridge.html> or at <https://scoutingevent.com/?RRCamporee> or use the registration form below and turn in your REGISTRATION, PARTICIPANTS LIST, and PAYMENT in person or by mailing it to the council office. Checks should be made payable to:

**Blue Mountain Council, Boy Scouts of America
RATTLESNAKE RIDGE DISTRICT SPRING CAMPOREE
2014**

8478 West Gage Blvd
Kennewick, WA 99336

Unit Type _____ Unit #_____

Participants: #Scouts_____ #Leaders/Adults_____ = Total Participants _____

By April 04th: [Total participants] x **\$10.00** = _____

Late Registration and at Camp: [Total participants] x **\$15.00** = _____

Attached is payment of \$_____ Camporee fees

(Signed name) _____

Position: _____

Phone Number _____

E-mail _____

QUESTIONS

Zhayr (Zee) Goodenough, District Activities and Civic Services Chairman, 509-392-9011 or zgscouting@gmail.com

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A **Boy Scout Camporee** is many things—camping fun for youth, the thumping of hundreds of feet on the way to an evening campfire, and the blue smoke from fires cooking stew or ham and eggs. It's the patter of rain on many tents at night. It's the ripple of wind-blown flags in the morning sun. It's catching the idea of teamwork in a patrol. It's learning to carry out an order to help the team succeed. A **Boy Scout Camporee** starts with the recognition that a patrol is the basic camping unit. The patrol demonstrates its very best camping techniques and shares its experiences with other patrols.

CAMPOREE OBJECTIVES

- ✚ To prepare inexperienced Scouts with a memorable and useful camping experience, in their Scouting life. To provide the experienced Scouts with meaningful, challenging competition to test their skills
- ✚ To promote fellowship and a better understanding of Scouting principles through wholesome fun and an exciting adventure during a weekend camping experience.
- ✚ Advancement through events. Have games and activities that will be able to assist Scouts with their goals in advancement.

RULES AND REGULATIONS

ADULTS: All adults are welcome; however, all adults that camp with their Scout Unit must be registered.

ALCOHOLIC BEVERAGES: Alcoholic beverages of any type will NOT be permitted on Camp premises. No Scouter or accompanying adult registered or not, shall be under the influence of alcohol or any drugs during the Camporee at any time.

ARRIVAL: Troops should check in on Friday afternoon between 5:00 pm and 7:30 pm. Leaders (SPL & SM) Meeting starts at 8:00 pm.

AWARDS: Each patrol that participates will receive a Participation Ribbon. 1st, 2nd, and 3rd place ribbons will be awarded to the winning patrols of each competitive event.

CAMPSITES: Permanent campsites are in place this year depending how many participants are in your unit. You must check on HQ before setting up camp. Please camp by Patrols; this will help you and the judges in the Campsite Inspection. Please note: Upon breaking camp Saturday afternoon (Sunday morning for those camping Saturday night), your campsite needs to be cleaned up and left cleaner than you found it. All campfires need to be cleaned up to the point that there will be no sign of a fire upon leaving the area.

CAMP DISMANTLING (FOR THE TROOPS LEAVING ON SATURDAY): campsites may be dismantled after the awards presentation on Saturday afternoon. All trash, garbage, wood etc. shall be removed from the camp sites. All campsites shall be left cleaner and better than you found them.

DISCIPLINE: Any Scout or unit in violation of the Camporee rules will be subject to disqualification or point deduction.

DRESS: Official Scout Uniform. Uniforms should be worn at all times. Class A uniform shall be worn at all ceremonies. Class B may be worn during other events and competition. If Troops prefer, they may wear their own identifying uniform.

FIRES AND COOKING: Boy Scout Troops will be responsible for all their meals. All Cooking must be done under the strict supervision of an Adult Scouter or parent. All lanterns must be kept away from tents. Propane stoves are allowed to be used. You are expected to plan your meals, purchase all your items, and cook your meals. Use this opportunity to help your Scouts earn the Cooking Merit Badge. Bring your own ice as there will be no kitchen. Water will be on and available in all campsites and throughout the camp.

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FLAGS: The American Flag, Troop/Crew/Team Flag and Patrol Flags shall be displayed at campsite. **NO FLAGS** shall be taken to the opening ceremony or campfire.

HEADQUARTERS: No Scout will be allowed at headquarters except on official Camporee business. No Cooking or food will be allowed at headquarters. Cracker barrel is only for Scoutmasters, one Assistant Designee, Senior Patrol leaders and assistant Senior Patrol Leader. All Scoutmasters, assistant Scoutmasters, and Senior Patrol Leaders need to attend the Leaders meetings. It is during these meetings that changes to the schedules or special requirements will be mentioned.

INSPECTIONS: All inspectors conducting campsite inspections **MUST** be in full Class A uniform (lead by example) as per Handbook. Anyone not appropriately dressed will not be able to inspect.

KNIVES: All knives must be of the folding type. All Scouts carrying knives **MUST** have the Totin' Chip card with them. Any knives being used in a careless manner by a Scout will be confiscated until end of the activities.

REGISTRATION: The Registration fee will be \$10.00 per person (Scouts and Adults) by April 4th, 2014. Late registration will be \$15.00. This fee includes: Entrance to the park, Insurance, Camping Fee, Camporee Supplies. Patrol Rosters **MUST** be turned in at registration.

SAFETY: The safety of our Scouts is top priority for the Camporee staff. Troop leaders are responsible for the use of safe camping practices and safety within the Troop environment. Traffic, cooking safety and tent set-ups are just a few areas that should be reviewed. For the weekend all extracurricular activities should take place in open field areas and under supervision. FUN is the #1 goal for the weekend. Preventing unwanted accidents will play a huge role in meeting this goal. Knives, axes and saws used by units shall be the responsibility of the unit leader. Any unsafe or improper use shall result in the lowering of the patrol score. Anyone using an ax, saw or knife **MUST** have a valid Totin' Chip card. No sheath knives are to be used.

SCOREKEEPER: In all cases, the official Score Sheets will be used for Scoring. No alternate methods may be used by the Judges. The Scorekeeper will be the confidential keeper of all results and will not reveal them except to the Campmaster or his designee. No complaints or claims relative to a unit's score or against another unit's score may be made after the awards ceremony.

SPECIAL INFORMATION: Scoutmasters, we need your help to insure that none of these items (listed below) are brought to the Camporee. Please look over this list carefully: Fireworks, Pets of any kind, Air Horns, Generators, Electronic games of any kind, Bicycles, Rebel Flags, Any object to be thrown (Football, baseballs, Frisbees, etc.)

TRASH: Trash disposal is the responsibility of each Troop.

VEHICLES: Upon unit's arrival at camp, one vehicle per unit, per campsite make one trip into the campsite area for purpose of unloading equipment (any excess gear must be carried in). As soon as all equipment or pioneering wood has been unloaded, the vehicle must then be moved to a designated parking area. **No vehicle may be parked in or in front of a campsite.** Equipment trailers may remain in the campsite for the duration of the camporee. **No vehicles may re-enter the campsite area,** except at the conclusion of the Camporee and for the sole purpose of breaking camp. The access roads to the campsites will be closed off from Friday night AT 8:00 PM until Saturday 5:00 pm and the only access in or out of the camping area will be by foot. Bring a cart if you need to carry gear to/from the parking lot. Bicycles are not allowed in camp. Any unit not complying with the Vehicle Rules and Regulations will be penalized in the scoring for their particular unit. The safety of our Scouts is our highest priority thus **this penalty will be strictly enforced.**

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GENERAL INFORMATION

1. Parking. Please make every effort to conserve parking space for others coming in on Saturday to use the facility.
2. All campsites will be inspected Saturday, starting 12:30 pm. **NOTE!** *If your campsite cannot be identified, there is no sense in judging it because no points can be awarded to an unknown patrol. Make sure that your Patrols campsite is identified (Gateway).*
3. Each patrol should bring your first aid kit but leave it in camp on your patrol box for inspection. The events will be close enough to the campsite that if there is an emergency, the first aid kit can be readily accessed.
4. Inspection criteria will be based on good camping practices including shelter construction, camp neatness, gateway, food storage techniques, water storage techniques and general overall neatness. Remember, it's a Leave No Trace event!

REQUIREMENTS

- + Ensure that your troop have some kind of Gateway, each Patrol had a name, and a Patrol Flag. The Camp Safety Committee will immediately inform the appropriate unit leader of safety concerns regarding structure(s) the unit has built. It will be the responsibility of the unit leader to rectify and/or control the use of the unit's structure.
- + No more than 8 boys per Patrol otherwise Patrol will be split out.
- + Read the handout very carefully. (Only very close reading of the handout will put your patrol in the winner's circle.)
- + **PLEASE NOTE:** We need several adults to help out with judging the events during competition. Please contact **Zhayr (Zee) Goodenough**, District Activities and Civic Services Chairman, 509-392-9011 or zgscouting@gmail.com. Thank you!

SKIT

The definition of skit is "sketch comedy consisting of a series of short comedy scenes." Your unit must register their skit on the form when the unit checks in. There will be awards for 1st, 2nd, and 3rd place for best unit Skit. Skits are expected to be of good taste, the judges will disqualify any Skit seen as of bad taste and offensive. *Each skit should not exceed 5 minutes in length.* Skits include Scout songs, stories, stunts and skits. Productions, such as music or dance presentations are not eligible for consideration.

	Score				
Scouting Spirit	1	2	3	4	5
Showmanship/Presentation	1	2	3	4	5
Originality/did we see it before	1	2	3	4	5
Performance follow script	1	2	3	4	5
Audience Appeal	1	2	3	4	5

SKIT REGISTRATION FORM

Unit #: _____

Skit Title: _____

Description of Skit: _____

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EVENT SCHEDULE

Friday evening will be a cracker barrel on Friday evening at 8:00 pm for the Troop Senior Patrol Leader, Scoutmaster, and Camporee Staff members ONLY. We will go over rules, procedures and any changes. Campfire activities will start at 8:35 pm. On Saturday the events will begin at 8:15 am with Flag Ceremony and conclude around 5:00 pm. You are responsible for Saturday breakfast and lunch. If you are overnighing on Saturday, you are responsible for dinner and Sunday breakfast. The Trail consists of 5 events (45 minutes each) plus a Cooking event during lunch time (1.5 hour) that will require each patrol to perform basic Scout skills and to be rated for their ability to work effectively as a patrol with a recognized patrol leader. Scout spirit is very important in each event. Below you will find the scheduled events. It is your responsibility to help the Scouts prepare to "Do their Best" at these events. Everyone has the same amount of time to prepare so it's up to you!

SCHEDULED EVENTS (SUBJECT TO CHANGE) / TRAIL

FRIDAY, APRIL 11TH

- 5:00 pm – 6:30 pm Check in and Camp Set-up. Late Registration is available during this time. Skit Competition Registration
- 6:30 pm – 7:50 pm Camp-wide Stew Dinner
- 8:00 pm – 8:30 pm Leaders (SPL & SM) Meeting at Headquarters (**Mandatory**)
- 8:35 pm – 9:45 pm Campfire Opening / Order of the Arrow Callout / Friendship Activity / Skit
- 10:00 pm Quiet Time
- 10:30 pm Light's Out

SATURDAY, APRIL 12TH

- 7:00 am – 8:05 am Units OWN BREAKFAST
- 7:30 am – 8:05 am Saturday arriving Troops Check-In. Late Registration is available during this time
- 8:15 am Opening Flag Ceremony
- 8:30 am – 3:00 pm Scout Camporee Skills Events (the order is irrelevant except for "Cooking")
 - Event I Matchless Fire**
 - Event II Alligator River**
 - Event III A-Frame Tarp**
 - Event IV Orienteering Course**
 - Event V First-Aid Relay**
- 11:40 pm – 1:10 pm BREAK – Units OWN LUNCH **EVENT VI – COOKING** (creativity and a taste score be included)
- 12:30 pm Camp Inspection
- 3:00 pm – 4:00 pm FREE Activities – Break-down Camp for Units leaving
- 4:15 pm Recognition / Award / Closing Ceremony
- 6:00 pm **Saturday Overnight Units own Dinner and free time**
- 10:00 pm **Quiet Time**
- 11:00 pm **Light's Out**

SUNDAY, APRIL 13TH

- 7:00 am – 8:50 am Breakfast
- 9:00 am "Scout's own Service"
- 10:00 am Break-down Camp
- 12:00 noon Depart Horn Rapids Country Park

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“CHARACTER COUNTS” CARDS

The judges will have discretionary “Character Counts” cards to award for the patrol's scouting spirit, leadership of the patrol leader and individual general behavior. These cards have in the past differentiated the first place winner from the second and third place winners. They are important!

- ✚ Each patrol will need some kind of pouch to hold the cards.
- ✚ Each card collected will be worth an extra 5 points.
- ✚ Cards are awarded for patrol leadership, patrol spirit and general cooperation of the patrol members with the patrol leader. Character Counts award is based on patrol spirit.
- ✚ **NOTE!** The first place winner wins due to patrol spirit as well as doing well on all events.

BOY SCOUT EVENTS

Scouts will also earn points outside of the Saturday competitions by following the Scout Law. These will be “blind” scenarios that will use each part of the Scout Law. As a scout is observed completing the scenario he will be awarded points. This event will be judged on a scale of 1 to 5 in each area. Scouts/Patrols and troops will earn points outside the Saturday competition by doing the following:

- ✚ An adult leader or junior ASM volunteer to run/judge an event.
- ✚ Scout handbook on person at all times.
- ✚ Cleanliness of cook area and surrounding area. Cleaned a campsite (“Leave no trace”).
- ✚ Having set up a campsite that meets BSA regulations.
- ✚ Tents neat and put up well (outside only).
- ✚ Set up a gateway of the troop's colors and designation using Pioneering skills. Patrol Flag posted.
- ✚ American Flag posted.
- ✚ First Aid Kit available
- ✚ Having participated in the OA ceremony (new/active).

After the patrol competition, Scouts will have time to take part in unit activities. The entire unit will be judged throughout the day for troop for the following elements;

- | | |
|---|-----|
| ✚ Patrol Competition Results | 25% |
| ✚ Campsite Inspection – Camp organization including separate Scout and Leader locations, cool camp gadgets and amenities, etc. A Scout–constructed site will rate higher than a leader–constructed site. | 25% |
| ✚ Saturday Lunch Preparation Inspection – How balanced, unusual and well–prepared is the meal? Is each patrol organized and cooking (with a posted duty roster)? | 20% |
| ✚ Scout Spirit – Patrol flags, patrol yells, patrol teamwork and leadership count. So does a cheerful attitude, and campsite flags and etiquette. | 10% |
| ✚ Skit Participation | 10% |
| ✚ Service – Did the unit participate in the service project? Did all members participate? | 10% |

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MATCHLESS FIRE

Time limit: 45 minutes

Fire making is an essential Outdoor Skill for scouts to learn. Starting a fire without modern matches, lighters and accelerants is a skill level that all scouts should achieve. This activity will focus on Scout spirit, Scout skill, teamwork, Patrol leadership, safety and leave no trace.

OBJECTIVE – Start a fire using only natural materials without a match or lighter. The fire must burn high enough to burn through two strings stretches across the fire pit. The fuel for the fire cannot be above the lower string. The fire must burn the lower string first. The scouts can add fuel to the fire until it burns the lower string. After which they cannot touch the fire. Blowing or fanning the fire is still acceptable. Adults may observe but cannot coach or assist in any way.

MATERIALS

The following materials will be provided by the staff:

1. Raised fire pit (Leave no trace)
2. Two stings, one strung at ~6" and one strung at ~10" above the fire pit.
3. Materials for the fuel. A variety of basic items to select from for tinder, kindling and wood will be provided (e.g. a single 6" piece of jute rope, grass, leaves, small boards, small log pieces, branches). No outside fuel, tinder, etc. will be allowed. No gathering of fuel is allowed (Leave no trace).
4. A small hatchet and area to safely use the hatchet (safety)

The following need to be provided by the scouts:

1. Fire starting mechanism (Skill). Acceptable methods include:
 - a. Fire steel (i.e. Ferro cerium bar and steel)
 - b. Traditional flint and steel (i.e. hardened steel striker and natural stone)
 - c. Fire piston (Compression ignition chamber)
 - d. Homemade friction device (e.g. fire thong, bow drill).
Note: If using [b], [c] or [d], the Patrol will be provided by the staff with a single small piece of char cloth (~2"x2") and an additional 6" piece of jute rope.
 - e. No accelerants are allowed (e.g. magnesium shavings, oils, liquids)
2. Pocket knives (Skill)

SCORING

1. Time– Fastest Patrol to burn both strings receives the maximum time points. All others receive a percentage of the points based on their time. **Maximum time is 45 minutes –80 points max**
2. Scout Spirit– Patrol presentation, yell and spirit **–10 points max**
3. Safety: Any unsafe use of knife or hatchet will lose points **–10 points max**
4. Patrol leadership: Listening to the patrol leader and involving all scouts to work as a team **–10 points max**
5. Producing an actual sustained flame (regardless if it burned the string).
 - a. **10 points** using fire steel
 - b. **20 points** using traditional flint and steel or fire piston
 - c. **40 points** for friction method



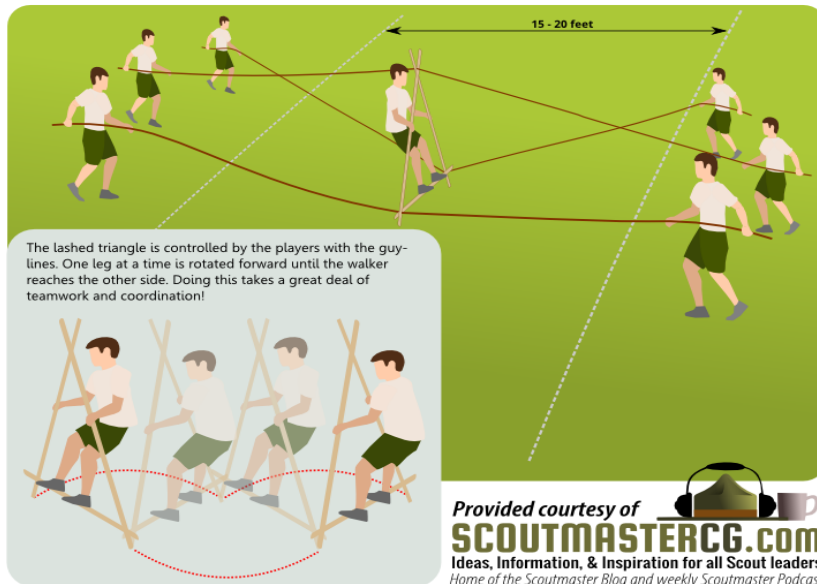
ALLIGATOR RIVER

MATERIALS / EQUIPMENT

For each patrol, three spars 6 to 8 feet long, three 6-foot lashing ropes, four 15-foot guy ropes.

INSTRUCTIONS

- ✚ Mark the “alligator pit” on the ground; it should be 20 feet across and as wide as necessary to accommodate your patrols.
- ✚ Patrols line up on one side of the pit.
- ✚ A member from each team needs to get across a foul pit teeming with starved alligators. Each team assembles by their equipment.
- ✚ On 'GO' signal, the team lashes an A-frame stilt walker using a shear lashing at the top, a diagonal lashing on one bottom corner, and a square lashing on the other bottom corner. They then attach the 4 guide ropes. Two ropes are attached to the top using two-half hitches and two to the bottom using clove hitches.
- ✚ The patrol then stands the walker upright and one member climbs on the crossbar. One or two Scouts man each guy line and “walk” the walker across the pit by tipping it from side to side and moving it forward. The Scouts on the guy lines may enter the pit but if the Scout on the A-frame touches the ‘water’ then the A-frame is moved back to the starting position and the team starts walking again.
- ✚ When the team crosses the pit, they disassemble the walker, stack the equipment, line up, and give their yell.



SCORING

- ✚ 5 points – Each correct knot – 20 possible
- ✚ 10 points – Each correct lashing – 30 possible
- ✚ 10 points – Make it across the river (1 point subtracted for each time someone gets “wet”)
- ✚ 10 points – Teamwork (does everyone participates and has a role?)
- ✚ 10 points – Follow instructions (instructions given to Patrol Leader)
- ✚ 15 points – Scout spirit
- ✚ 5 points – Patrol yell



A-FRAME TARP

MATERIAL

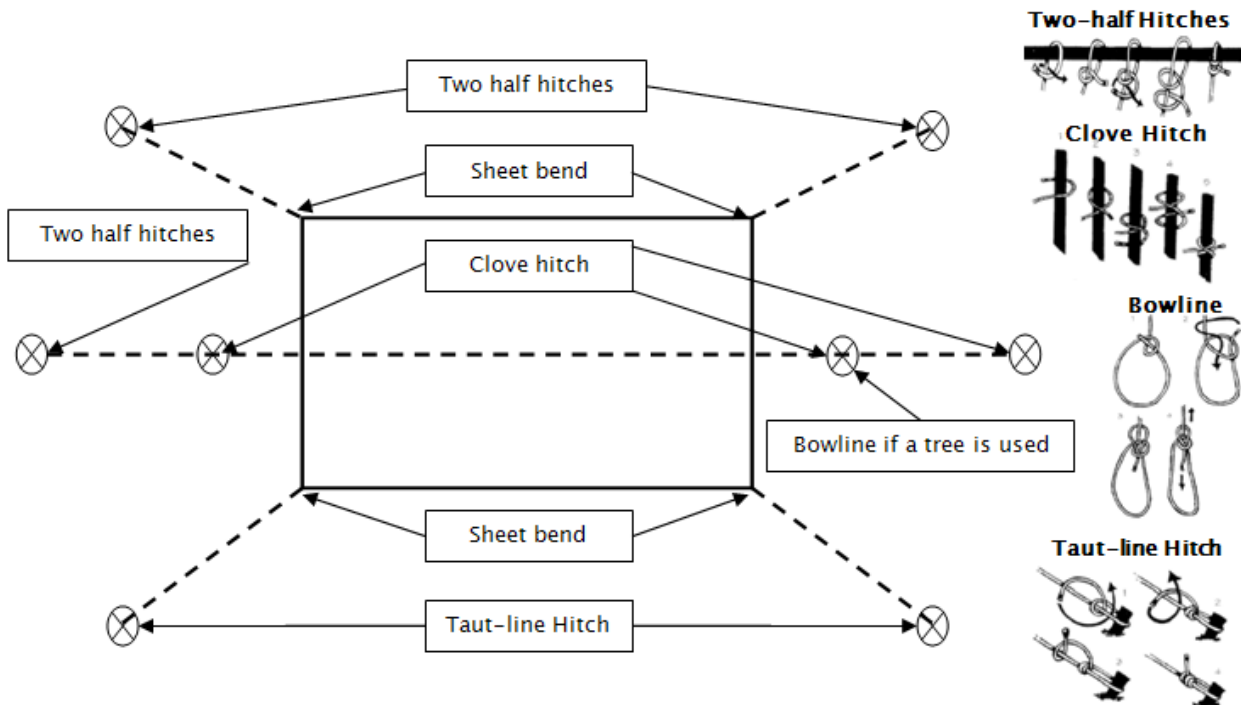
- + [1] 10 by 12 foot tarp with no grommets. Plastic is fine.
- + [2] 5 or 6 foot staves (Can substitute one or two trees)
- + [1] 30 foot rope (¼" is fine)
- + [4] 5 foot rope (¼" is fine)
- + [6] Stakes (If a tree is used for a stave, then 5)
- + [1] Mallet to drive stakes

INSTRUCTIONS

- + Put up a tarp in an A-Frame form. Tarp is to be tight and have room for two to three scouts to sleep when complete.
- + Use a clove hitch on the stave(s).
- + On one of end of the ridgeline, use a taught line hitch at the stake. On the other end use a clove hitch. If a tree is used for one of the staves then use a bowline on the tree.
- + Use a Sheet bend to attach rope to each corner of the tarp.
- + Use two-half hitch on two of the stakes for the corners and a taught line hitch on the other two.

SCORING

- + **5 points** for each correct Knot. 12 knots without tree = 60, 11 knots with tree but give 10 for bowline = 60
- + **30 points** for tight tarp
- + **10 points** for sleeping area for 2 to 3 scouts (the tarp needs to be high enough so that the roof doesn't touch the scouts).



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ORIENTEERING COURSE

DESCRIPTION – The patrol will be required to take and record the bearing to the first landmark and then walk to the landmark and record the distance. The patrol will then take a bearing to the next landmark, walk to the landmark and record the bearing and distance. The patrol will then repeat the process for a 3rd known landmark. The patrol will then be required to estimate and record the horizontal distance across a gulch. Finally the patrol will be required to estimate and record the height of an object.

WHAT WILL BE PROVIDED

- ✚ A 100 foot string, marked in 5 foot increments to help patrols correlate paces with distances.
- ✚ Score card to record bearings, distances, width of a gulch, and height of an object.

RULES

- ✚ A compass is the only instrument that can be used. (No GPSs)
- ✚ Distances should be recorded in feet.
- ✚ When measuring the distance across the gulch patrol members can't go into the gulch or throw a rope or other object across the gulch.
- ✚ Patrols will have 40 minutes to complete all of the events and return their score card to the event coordinator.

SCORING – TOTAL POINTS POSSIBLE 110 POINTS

- **Bearing – 30 points maximum**
 - ✚ 10 points for each bearing within 5 degrees of the bearing that the judge determined.
 - ✚ 5 points will be given for each bearing within 10 degrees
 - ✚ 2 points for each bearing with 20 degrees.
- **Distance Recorded – 30 points maximum**
 - ✚ 10 points for each distance recorded that is within 5% of the measured distance.
 - ✚ 5 points for each distance recorded that is within 10% of the measured distance.
 - ✚ 2 points for each distance recorded that is within 20% of the measured distance.
- **Estimating the Distance Across**
 - ✚ 20 points for estimating the distance across the gulch within 10% of the measured distance.
 - ✚ 15 points for estimating the distance across the gulch within 20% of the measured distance.
 - ✚ 10 points for estimating the distance across the gulch within 25% of the measured distance.
- **Estimating the Height of the Object**
 - ✚ 20 points for estimating within 10% of the height of the object determined by the judge.
 - ✚ 15 points for estimating within 20% of the height of the object determined by the judge.
 - ✚ 10 points for estimating within 25% of the height of the object determined by the judge.
- **10 points maximum for Patrol Participation and Spirit.** The judge will be looking to give the maximum points for patrol leaders who have all scouts participating and solicit their input. All boys should take bearings and provide distance recommendations and the patrol leader should make the final determination and record the result.

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FIRST-AID RELAY

NOTES: These are a handful of different First Aid games that can be fun and useful. Make sure scouts have been taught the various skills before doing the games. The reference needed for the first aid event is in the Boy Scout Handbook. It will be helpful to be familiar with the First Class requirements for first aid.

EQUIPMENT: Provided by each Unit

ACTION: All members of the patrol will participate in this event. An emergency first aid scenario will be communicated to the patrol. The patrol will be graded on knowledge, skill, and the time it takes to complete the assigned activity. Random questions may be asked. **Fifty (50) points possible.**

EXAMPLE: A Scout falls into a stream where the water temperature is ^{38.0}. The Scout is showing symptoms of hypothermia. What would you do?

OPTIONS

FIREMAN'S DRAG RELAY – Two teams – half the members of each team are firemen, the other half are victims and are laying on their backs. On signal, the first fireman runs up to his victim, ties his wrists together with a neckerchief, and pulls him back to the starting line with the fireman's rag. He touches off the next fireman, who then rescues his victim. First team to bring in all their victims wins.

TWO-MAN CARRY RELAY – Number each scout on each team.

- + #1 and #2 carry #3 using a four-hand seat carry for conscious victim to end and back.
- + #2 and #3 carry #4.
- + Continue through scouts. Next-to-Last and Last carry #1.
- + Last and #1 carry #2.
- + If a victim touches the ground, stop and do some penalty, re-form the carry and continue.

STRETCHER RELAY – Need two staffs and a blanket for each team to create stretchers. Also need paper cups and water.

- + #1 and #2 create a stretcher and carry #3 to end and take stretcher apart. Each scout brings back one piece of the stretcher.
- + #2 and #3 carry #4.
- + Continue through scouts. Next-to-Last and Last carry #1. Last and #1 carry #2.
- + **Bonus:** Have the victim carry a paper cup of water. The team with the most water left gets a bonus.

ARM SLING RELAY

- + Teams line up in relay formation with one scout acting as victim and standing in front of his team 30 feet away. All other people have their neckerchiefs on properly.
- + The first scout on each team runs to the victim, asks what is wrong, and applies an arm sling to the arm indicated.
- + When the judge sees that the sling is correct, he calls out Cured! The scout removes the sling and becomes the victim. The previous victim runs back to touch the next member of his team. This continues until all on the team have been victim and rescuer.

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COOKING

Cooking events will be judged separate from the traditional skilled events. These events will not count toward the high overall but will be awarded 1st, 2nd, and 3rd place finish. All Scouts who participate in any two (2) of the four (4) cooking events will receive a special recognition. All patrols should participate in the Cooking event by submitting one recipe per patrol. All recipes must be submitted in writing at the time of the competition and should include the following: Name of Recipe, Ingredients, Cooking Directions, and Unit Number All entries must be prepared and cooked in the time allotted for the competition. Each unit is responsible for bringing all equipment necessary for preparation of the competition recipe, including fire protection. Each unit is responsible for leaving its assigned cooking area clean at the conclusion of the cooking competition. Entries will be judged by the following general criteria:

COOK-OFF CONTEST RULES

The food should include appropriate garnish, serving containers, color contrasts, harmony and edible decorations. Light and dark color contrast is often very pleasing. The pots should be very clean and well seasoned inside and outside. Contestants will be rewarded for a pleasant emphasis on the desirability of the food. Contestants will be penalized for gaudy garnishes that hide the food, or are not edible. Extra decor will not result in additional points or a higher placement.

ACTUAL MEAL –Points are awarded for quality (TASTE), presentation (LOOKS), and ingenuity (DIFFERENT). The meal should include Main dish, Vegetable, and Dessert.

ASSISTANCE –No contestant may leave his team's immediate cooking area during the contest. No help or communication in any form may be given to a team during the contest. The team will be disqualified if they receive such a communication. An adult leader will be responsible for safety and will observe from a distance, which means they must be in the immediate area no more than 5 feet from the competition area, but cannot help. The penalty for this shall be immediate disqualification.

CLEANLINESS/HYGIENE –The COOKS must be physically clean, that includes the hands that have been cleaned with soap and water. All of the equipment and food must also be clean. Utensils, ovens, ingredients, prep areas, and personal cleanliness will be watched. Contestants will be rewarded for the use of wash areas, table coverings, washing of hands, and covering food items from contamination. Contestants will be penalized for the lack of cleanliness in preparation and cooking areas, ovens, ingredients, and hand washing.

EQUIPMENT –Anything you bring can be used as long as it is not powered by electricity or batteries.

EXTERIOR INSPECTION –Contestants will be rewarded for even cooking those results in a uniform color and surface texture such as the golden brown rolls with crisp crust and the evenly browned meat. Contestants will be penalized for spotty cooking, burned spots, raw, tough, soggy, brittle, or crumbling results.

FIRE –Use any method to cook that you choose, as long as it meets Boy Scout Standards and Fire Safety rules. Backpack Cooking; Foil Cooking Cook-off; Dutch Oven Cook-Off; Wok Cooking.

QUANTITY –Each team will prepare servings for FIVE (5) people; this includes the THREE (3) MAIN JUDGES. Any shortage of food will adversely affect the score.

TASTE –The ideal dish is food that that tastes delicious. Contestants will be rewarded for pleasant use of spices, natural food flavor, and evenness of cooking, chew ability and aroma. Contestants will be penalized for toughness, off flavors, rancid oil flavor from improperly seasoned cast iron, burned food, foreign objects, ash, flatness, unwanted lumps, spotty cooking, cold spots, raw spots, missing ingredients, unnatural food colors, and soggy crusts.

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TEAM — A team representing their patrol must consist of two (2) Scouts only. Scoutmasters and/or Adults (defined as over 18 years old) may not participate, except as the Safety Monitors.

TEAMWORK - Team members are expected to share the workload.

TECHNIQUE - Contestants will be judged on the showing of the proper use of ovens, heat source, tools, and utensils. Contestants will be rewarded for proper use of tools, heat source, and ovens. Team members should know how to start charcoal briquettes. They should also be able to show proper fire use. Lack of these skills will be penalized. Dutch oven techniques showing proper use of ovens, heat source, tools, and utensils should be judged. Reward proper use of tools, heat source, and ovens. Team members should know how to start charcoal briquettes. They should also be able to show proper fire use. Lack of these skills should be penalized.

TIME -The meal must be prepared and served within 1:15 hours of the announced starting time. Washing and general preparation of vegetables (such as chopping) may be done prior to the starting time.

UNIFORM -The Scout Uniform should also be properly worn. Troop T-shirts (class B) are acceptable as uniforms. Each of the team members should be in matching uniforms.

SCORE CARD

Troop Number _____ Scoutmaster _____
 Patrol Name _____ Patrol Leader _____

		Total Score =				
Cooking Time - Start []	Cooking Time - Finish []					
Completed In Time Allowed (1 hour)		1	2	3	4	5
Originality/ Creativity		1	2	3	4	5
Skill in Preparation (result as expected from recipe)		1	2	3	4	5
Nutritional Value		1	2	3	4	5
Cleanliness and Safety *		1	2	3	4	5
Taste		1	2	3	4	5
Presentation (appealing; appetizing)		1	2	3	4	5
Team Work		1	2	3	4	5
Extra Points -Uniform [10 points] - all or nothing						
Extra Points -Quantity [5 points] - all or nothing						

* (proper use of equipment; safety rules observed; area left clean)

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BACKPACK COOKING

EQUIPMENT: Provided by participating Scout patrol. Backpacking stove, one (1) pot, utensils, necessary food.

ACTION: Entire team/patrol must participate. Please mix older and younger Scouts for the learning experience.

1. Scouts should prepare food with only one pot.
2. Fresh food is encouraged; use no freeze-dried food.
3. Scouts should not pre-cook any food prior to competition.

NOTES: No Scout leaders/adults will be allowed in the cooking area. This event does not count in overall scoring competition.

FOIL COOKING COOK-OFF

EQUIPMENT: Provided by each Unit. Patrols will need to supply their own food, cooking foil and all other items needed. Presentation is up to Scouts.

ACTION: Teams will prepare the following dishes and present for judging.

- + Scouts should prepare food using only foil as a cooking medium.
 - + Scouts will cook food prepared over charcoal.
-

WOK COOKING

EQUIPMENT: Provided by each Unit, wok and utensil to stir. Patrols will need to supply their own food and all other items needed. Presentation is up to Scouts.

ACTION: Teams will prepare a dish and present for judging.

DUTCH OVEN COOK-OFF CONTEST

Teams of 6-10 scouts will be allowed to compete. (Please mix old Scouts with new Scouts for learning).

ACTION:

- + Contestants are expected to provide their own Dutch ovens, ingredients, cooking utensils, and preparation items.
- + Gas or propane stoves are not allowed but may be used to start charcoal and heat water for clean up.
- + Minimum Dutch oven size is 10 inches for all judged dishes.
- + Ingredients may not be precooked or prepared for cooking prior to the beginning of the cook-off. All preparation must take place during the competition and only Dutch ovens may be used for cooking.
- + Your patrol may elect to prepare an entire meal (which we encourage), but only one dish may be presented for judging. It may be a meat, vegetable, salad or desert.

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Rattlesnake Ridge District Camporee EMERGENCY PREPAREDNESS PLAN SUMMARY

Welcome to the Rattlesnake Ridge District Camporee. It is the goal of the Rattlesnake Ridge District Health and Safety Committee to provide as safe an environment as possible for all District outdoor events. As part of the Committee function, a Camp Emergency Preparedness Plan has been developed for this event. It is requested that all units review the following in order to familiarize themselves with their responsibilities under the Plan.

CAMP EMERGENCY ACTION PLAN –In the event an emergency is declared, an emergency signal will be sounded. The signal will be three (3) short seconds' air horn or siren blasts and will be repeated after about a 30 second pause. Upon receiving the emergency signal, all Scouts and leaders must recall to their campsite and wait for further instructions from their Unit Safety Liaison, unless in by doing so would place members in immediate danger. Upon receipt of the emergency signal, the Unit Safety Liaison shall proceed as rapidly as possible to the camp HQ. Unit Safety Liaisons will then be briefed by the Camp Director as to the nature of the emergency and what corresponding action is to be taken.

CAMPING –Camp Safety personnel will inspect each campsite as part of the camp inspection team. They will look for safety concerns such as: improper storage of fuels; leaking, loose, or improper fuel fittings; tripping and/or climbing hazards; proper controls of axe yards and proper storage and use of axe yard tools; proper use of grease pits; proper storage of foods; and cleanliness.

FIRST AID AND CAMP HQ –The camp first aid and camp headquarters will be located at the main entry to the camping area. Members of the EM team from the Benton County Fire Department District #2 will be on duty during the entire event. Any emergency or safety concern should be reported to either a Safety member or to the Camp Director as soon as practical.

LOST PERSON(S) –Lost persons should be reported to the Camp HQ as soon as practical. Camp Director will notify the appropriate unit leader and make the necessary determination whether to begin a limited search or to immediately call the Horn Rapids Country Park Ranger for support. In no cases should Scouts be allowed to search for others alone.

OVERNIGHT UNITS –Units participating in the Camporee by camping must camp either by troop or as contingent troops with appropriate two deep adult leadership. No youth will be allowed to stay overnight without appropriate adult leaders. During unit check-in (at the camp HQ) each unit participating in the event **MUST** designate an adult individual as their **Unit Safety Liaison**. This person should check in with the Camp Director during the check-in process. A map of the Camporee area will be marked to show each unit's campsite and will be kept in the camp HQ.

PARKING – Upon unit's arrival at camp, one vehicle per unit, per campsite make one trip into the campsite area for purpose of unloading equipment (any excess gear must be carried in). As soon as all equipment or pioneering wood has been unloaded, the vehicle must then be moved to a designated parking area. **No vehicle may be parked in or in front of a campsite.** Equipment trailers may remain in the campsite for the duration of the camporee. **No vehicles may re-enter the campsite area,** except at the conclusion of the Camporee and for the sole purpose of breaking camp. The access roads to the campsites will be closed off from Friday night AT 8:00 PM until Saturday 5:00 pm and the only access in or out of the camping area will be by foot. Bring a cart if you need to carry gear to/from the parking lot. Bicycles are not allowed in camp. Any unit not complying with the Vehicle Rules and Regulations will be penalized in the scoring for their particular unit. The safety of our Scouts is our highest priority thus **this penalty will be strictly enforced.**

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SANITATION –Units will be required to dig and use grease pits at each of the campsites for all gray-water and use camp latrines or Port-o-Lets for personal hygiene. Grease pits should be dig no deeper than one foot and at least 50 feet away from ditches or streams. Grease pits must be covered before breaking camp. Potable water will be available for cooking, cleaning, and consumption.

UNIT SAFETY LIAISON –Camp Director will need the following information from the Unit Safety Liaison:

- ✚ The name of the Unit Safety Liaison and emergency backup [including phone number(s)]. This should be someone not at the camp who can be reached in the event an emergency arises impacting the adult leadership of the unit.
- ✚ Where the unit is camping [camp site assigned].
- ✚ How many youth/adults are camping with the unit?
- ✚ Any pertinent medical information concerning individuals in the unit that could affect timely and effective emergency care. Each unit will be responsible for dispensing any medications to members of their unit and for keeping a copy of the medical forms of their members.
- ✚ Units leaving the camp, for any reason, should check out with the Camp Director. Individuals leaving camp, for any reason, should check out with their Unit Safety Liaison.