



**MOUNTAIN MAN  
RENDEZVOUS  
CAMPOREE**

**MAY 13-15, 2011**

**CAMP THREE FALLS**

## **THEME**

The theme of this year's Camporee is a Mountain Man Rendezvous.

## **CAMPOREE OVERVIEW**

This year's Camporee is centered on the Mountain Man Rendezvous, with the competition amongst Patrols for the traditional Buckhorn Award.

All who pay the registration fee will receive a Camporee patch.

## **OBJECTIVE**

The primary objective of this year's Camporee events is to highlight activities that the mountain man engaged in. We believe that many of these events are similar to those that scouts enjoy doing so much as summer camps. Yet, there may be events that are new even for the more experienced scout. We hope so.

## **THIS YEARS EVENTS**

**The events for the Boy Scout Patrols and Venture Scouts will be as follows:**

- |     |                       |       |
|-----|-----------------------|-------|
| 1.  | Animal Tracking       | T58   |
| 2.  | Archery               | T583  |
| 3.  | Black Powder Shooting | T2222 |
| 4.  | Bull Whip             | T581  |
| 5.  | Caber Toss            | T2379 |
| 6.  | Fire Building         | T2    |
| 7.  | Knife Throwing        | T316  |
| 8.  | Knots & Lashings      | T303  |
| 9.  | Orienteering          | T888  |
| 10. | Tomahawk Throw        | T582  |
| 11. | Bucksaw               | T499  |

***THE CLIMBING WALL WILL BE OPEN ALL DAY FOR FUN***

**THE WEBELOS WILL BE ABLE TO PARTICIPATE IN THE FOLLOWING 10  
EVENTS:**

Air Cannons	T609
Animal Tracking	T58
Archery	T583
Caber Toss	T2379
Fire Building	T2
Horizontal Climbing Wall	T119
Knots & Lashings	T303
Marshmallow Crossbows	Jennifer Kurt
Orienteering	T888
Bucksaw	T499

There will be a First, Second and Third Place Overall Award given out to the Webelos Patrols.

## PATROL CLASSIFICATION

Patrols, as they should be in Scouting, are made up of ranks. All will not be seasoned veterans with considerable skills gained from years of Scouting. Some will be brand new. Therefore, it would be an insincere and transparent honor for the veterans, as would be expected, to prevail over those who have recently joined Scouting. Conversely, the likelihood of new patrols successfully competing against Scouts who have been around for some time is remote, although it is not totally inconceivable. This is the reason for the rating system for Camporee.

## PATROL RATING SYSTEM

<u>Scout Rank</u>	<u>Rating</u>
“New Scout” & Scout	1
Tenderfoot	2
Second Class	3
First Class	5
Star	7
Life	10
Eagle	12

**Each Scout will be rated according to his rank. The total will then be divided by the number of Scouts in the Patrol. A Patrol can be made up of any number of Scouts.**

## PATROLS AT THE CAMPOREE WILL BE CLASSIFIED AS FOLLOWS:

<u>Rating Average</u>	<u>Classification</u>
All Webelos Patrols	Hunters
1.00 through 3.49	Settlers
3.50 through 5.49	Pioneers
5.5 and Higher	Explorers
All Venture Patrols	Trappers

## **BSA REQUIREMENTS**

Upon Check-In, all Leaders will Sign-In, confirming that all paperwork is in order.

It is the Leader's responsibility to have the following in their possession at the Camporee:

### **Tour Permit**

Each unit must have a valid, approved Local Tour Permit for this Camporee.

### **Health and Medical Record**

Each person registered, scouts and adults, must have a current completed and signed BSA Annual Health and Medical Record, Parts A and B. Part C is NOT required. This Record is valid for 12 calendar months from when is signed.

This form is available at [scouting.org](http://scouting.org).

## SCHEDULE OF EVENTS

### Friday      May 13th

4:00 P.M.	Check-In and Campsite Assignment Set up Campsites and Gateways Event Leaders set up Event Areas
8:00 P.M.	Uniform and Campsite Inspection Training (Designated Adult Leaders)
9:00 P.M.	Cracker Barrel in the Corral (Staff, Event Leaders, Adult Leaders & SPL's)
10:00 P.M.	Taps – Lights Out & Quiet in Camp <b><i>NO GRACE PERIOD</i></b>

### Saturday      May 14th

6:00 A.M. to 7:00 A.M	Final Check-In, For Saturday Arrivals
6:00 A.M.	Reveille, Breakfast & Cleanup
8:00 A.M.	Opening Ceremony & Flag Raising
8:30 A.M.	Uniform and Campsite Inspection
9:00 A.M.	Field Events Begin for Patrols (morning session)
12:00 P.M.	Lunch
1:00 P.M.	Field Events Resume (afternoon session)
5:00 P.M.	Events Conclude – Free Time – Dinner

If leaving early, please break camp after dinner and have campsite inspected prior to campfire.

8:00 P.M.	Campfire – Skits, Awards and Order Of The Arrow Tap Out
10:00 P.M.	Taps – Lights Out & Quiet in Camp <b><i>NO GRACE PERIOD</i></b>

### Sunday      May 15th

10:00 A.M.	All Units Check-Out
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LEAVE NO TRACE! Take Pride In Your Troop's Good Citizenship!

#### Notes:

Event times are flexible. The Patrols will be assigned their first Event on Saturday morning to spread them out. After that they are free to pursue the Events in any order they wish.

The Order Of The Arrow Indian Village will be open to Visitors all day on Saturday, including any available time after the Campfire.

## CAMPSITE INSPECTION

Each Patrol will have a Campsite Inspection which will be conducted immediately after the Opening Ceremony and Flag Raising on Saturday morning. This will allow the Patrols to receive immediate feedback from their Inspector.

A team of adults will be recruited and trained before the Friday night Cracker Barrel to conduct this Inspection. **No adult will inspect a Patrol from their own Troop.** To insure consistency, all adult Inspectors will be given clear scoring guidelines.

**Each Troop must assign at least the same number of adults as their number of Patrols in attendance. So if your Troop has 4 Patrols at the Camporee, you need to provide at least 4 adult Inspectors, and make sure they are at the Inspectors Meeting on Friday night at 8:00 P.M.**

When the Scouts leave their Campsite for the Saturday morning Opening Flag Ceremony their Campsite must be ready for Inspection. There will be No time after the Flag Ceremony to clean up and organize their Patrol Campsite.

### CAMPSITE INSPECTION CRITERIA

<u>Item</u>	<u>Points</u>
Gateway _____	10
Tents Properly Pitched & Arranged _____	15
Fire Buckets (Water & Sand) In Place _____	10
Area Around Tents Is Clean _____	15
Kitchen Area Is Neat & Clean _____	15
Menu & Duty Roster Posted _____	10
Food & Cooking Utensils Properly Stored _____	15
Campsite Gadget(s) _____	10
Total _____	100

## UNIFORM INSPECTION

Each Patrol will have a Uniform Inspection which will be conducted immediately after the Opening Ceremony and Flag Raising on Saturday morning. This will allow the Patrols to receive immediate feedback from their Inspector.

A team of adults will be recruited and trained before the Friday night Cracker Barrel to conduct this Inspection. **No adult will inspect a Patrol from their own Troop.** To insure consistency, all adult Inspectors will be given clear scoring guidelines.

**Each Troop must assign at least the number of adults as their number of Patrols in attendance. So if your Troop has 4 Patrols at the Camporee, you need to provide at least 4 adult Inspectors, and make sure they are at the Inspectors Meeting on Friday night at 8:00 P.M.**

When the Scouts leave their Campsite for the Saturday morning Opening Flag Ceremony they should be in their "Class A" Uniform and be ready for Inspection. There will be No time after the Flag Ceremony to prepare for this Inspection.

### UNIFORM INSPECTION CRITERIA

<u>Item</u>	<u>Points</u>	
Shirt _____	20	
Patches _____	20	Any WLACC Council
Pants or Shorts _____	20	Shoulder Patch Is Permitted
Socks _____	10	
Belt _____	10	
Neckerchief _____	10	
Slide _____	10	
Total _____	100	

These scores will be totaled and divided by the number of Scouts in the Patrol, yielding the Patrol's Uniform Inspection Total.

Each Patrol may earn up to 10 additional points for Leadership and Spirit. This will be added to the Uniform Inspection Total for a **Maximum possible Patrol Score of 110 points.**

## EVENT SCORING AND AWARDS

### SCORING

Each patrol will earn a maximum of 300 points per event.

**Skill:** Based on knowledge and successful completion of the assigned tasks.

- 0 = Just couldn't do it at all
- 50 = Fair, completed most of the event successfully
- 100 = Perfect, just like the Scout Handbook

**Leadership:** Based on effective use of leadership skills. Do you see evidence of Leadership, or is everyone just crowding around the task? Are Patrol members listening to their Patrol Leader.

- 0 = Chaos
- 50 = It is obvious who is the Patrol Leader, and members are generally following
- 100 = Perfect, everyone following the Patrol Leader's instructions

**Spirit:** Based on demonstrating Scout Spirit. Is a Patrol Flag present? How is the design? How enthusiastic was the Patrol Yell? Is the Patrol being respectful, and following the Scout Law?

- 0 = Don't even look like Scouts
- 50 = Fair, they have a Patrol Flag and yell, but not much enthusiasm.
- 100 = Perfect, ready to make an advertisement for Scouting

Please note that leadership and spirit make up 2/3 of a patrol's event score, emphasizing the importance of these things in the Scouting program. Thus, a patrol with great leadership and spirit can prevail over a patrol that actually receives higher skill points.

**As soon as your event is complete, Please! bring your score sheets to the scoring officials at Registration. Do this while others are cleaning up your event, if at all possible. This will help minimize scoring bottlenecks.**

## AWARDS

### **Webelos Patrols**

There will be a First, Second and Third Place Overall Award given out to the Webelos Patrols.

Each Webelos patrol will also be given a participation ribbon.

### **Boy Scout Patrols**

There will be a First, Second and Third Place Award given for each Event in each of the Boy Scout Patrol Classifications.

There will be two separate awards given to the Boy Scout Patrol(s) who has 1. The Best Total Leadership Score and 2. The Best Total Spirit Score at Camporee.

The Bill Hart District Buckhorn Award will be awarded to the Boy Scout Patrol with the best Overall Score at the Camporee. The best Overall Score includes Skill, Leadership, Spirit, Uniform Inspection and Campsite Inspection. The Buckhorn Award will be awarded to the winning Boy Scout Patrol by last year's winning Boy Scout Patrol.

In the event of a tie, Totals for the following will be considered, in this order: Leadership, Spirit, Skill, Uniform Inspection and Campsite Inspection. For example; If Leadership breaks the tie, we're done. If not, then we look at Spirit, and so forth. Again this emphasizes the importance of Leadership and Spirit over Skill.

### **Venture Patrols**

There will be a First, Second and Third Place Overall Award given out to the Venture Patrols.

Venture Patrols are not eligible for the Buckhorn Award.

## **SCORING & RUNNING YOUR EVENT**

The Skill Score for each event will be scored differently.  
Scores will be normalized to make allowance for different Patrol sizes.

All Troops running an event must be prepared to run at least 2 Patrols minimum concurrently through the event.

### ***THE KEY IS CONSISTENCY BETWEEN PATROLS***

1. Animal Tracking – 10 point for each track correctly identified. There will be 10 tracks.
2. Archery – Each Patrol will have a total of 10 arrows to shoot. Each member of the Patrol must shoot at least one arrow. The arrows are to be divided equally amongst the members of the Patrol. 10 points will be given for each arrow that sticks within the target circle. The total maximum is 100 points.
3. Black Powder Shooting – Each scout will shoot the rifle one time. A potato will be utilized as a target. We will count the number of hits, divide it by the number of boys in the Patrol, and multiply that number by 100.) (Example; a patrol of 6. 3 boys hit a potato.  $3 \div 6 = 0.5$  times  $10 = 50$ , which would be that Patrol's skill score.
4. Bull Whip – Each member of the Patrol will be required to pop a balloon that is attached to a post. Each scout will get five (5) cracks of the whip to pop a balloon. 50 points if popped on the first crack; 40 points if popped on the second crack; 30 points if cracked on the third crack; 20 points if cracked on the fourth crack; 10 points if cracked on the fifth crack; 0 points if not popped. Then the scores will be normalized as follows: The total Patrol score divided by the total number of boys in the Patrol multiplied by 2.
5. Caber Toss – The Patrol will pick up a tree trunk and without stepping over a line, will toss the caber as far as possible. There will be points based upon the distance thrown. One toss per Patrol.
6. Fire Building – Patrols will use flint and steel to light a fire that they will build and then burn a string. They will have 5 minutes to light the fire and to burn a string that will be approximately 18" off the ground. Patrols will get 40 points for lighting fire; 40 points for burning the string; and 20 points if done is under 3 minutes. Then the scores will be normalized as follows: The total Patrol score divided by the total number of boys in the Patrol multiplied by 2.
7. Knife Throwing – Each member of the Patrol will throw three knives in an attempt to "stick" the knife once in a stump. Scoring will be as follows: Count the total number of scouts in the Patrol that got a knife to stick once, divide this number by the total number of boys in the Patrol and then multiply this number by 100.

### ***THE KEY IS CONSISTENCY BETWEEN PATROLS***

8. Knots & Lashings – Each Patrol will compete in a relay race to tie eight knots based on their usage as well as lash together a given camp gadget. All Patrol members must participate in the relay. Scores will be based on fastest time to correctly tie all knots and lashings. Know them well enough to tie them blindfolded.
9. Orienteering – This will be an orienteering course that will be scored based upon the correct identification of markers.
10. Tomahawk Throw – This will be run in the same manner as the Knife Throwing.
11. Bucksaw – Each Patrol must choose 2 members to participate who will work together. The 2 Patrol members will be timed on how long it takes them to saw through the wooden block. The time will be given for each Patrol and marked on their wooden block.

### ***THE KEY IS CONSISTENCY BETWEEN PATROLS***

### **SCORING CHALLENGES**

All scoring challenges should be brought to attendance of the Camporee Chairman. Bringing a Challenge to any other Camporee Staff Member, including Registration and Scoring, will only result in a referral to the Camporee Chairman for resolution.

At the beginning of the Camporee, the Camporee Chairman will assemble an “Eagle Board,” consisting of Eagle Scouts from attending units. In the event of a Challenge, the Camporee Chairman will convene the Eagle Board to review the matter in closed session. Eagle Scouts from any unit(s) involved in the Challenge will be excluded.

Upon reaching a conclusion, the Camporee Chairman will inform the involved units of the decision and the reasons behind the decision.

**ALL CHALLENGES MUST BE BROUGHT TO THE ATTENTION OF THE CAMPOREE CHAIRMAN BEFORE THE START OF THE CAMPFIRE. THE CAMPFIRE WILL NOT START UNTIL ALL PENDING CHALLENGES ARE RESOLVED, SO PLEASE BRING UP ANY ISSUES AS EARLY AS POSSIBLE TO AVOID DELAYING THE CAMPFIRE.**

## CAMPOREE RULES

A spirit of Scouting Courtesy and Brotherhood must prevail during the entire Camporee if it is to be a success. The Scout Oath, Law and Outdoor Code are the Guides for all behavior at this Camporee. Troops or individuals who do not conform to this Sprit will be asked to leave the Camporee.

1. **PARKING**: There will be no parking in the Camp Three Falls parking lot. Vehicles will be allowed to pull in and drop scouts and equipment off in the parking lot. Near the entrance to the camp there will be a field for vehicles to park. Order of the Arrow will be the parking attendants and will direct drivers where to stop and unload and where to park. Vehicles will **NOT** be permitted to drive into the campsites. No vehicle is permitted to enter the camping areas. There will be NO EXCEPTIONS.
2. There is NO Smoking in Camp.
3. A registration fee for each scout and scouter will be charged to cover the cost of the Camporee supplies, awards and patches. Fees must have been paid in advance and prior to check-in at the Camporee site. It is requested that all fees be paid No later than the May 5th Roundtable. Checks need to be made out to "Boy Scouts of America".
4. Troops should arrive and depart in full uniform. Uniform Inspection will be performed after the Opening Ceremony and Flag Raising on Saturday Morning.
5. Scouts should dress for Saturday activities in a manner that is appropriate for the activity and the weather. "Class B" uniform is recommended.
6. Campsites will be pre-assigned by the Camporee staff.
7. All Troops are responsible for their own trash and for leaving their campsite in a clean condition. Troops must receive permission to leave and must have their campsites inspected before they will be permitted to leave.
8. Safety and fire protection are the responsibility of everyone at this Camporee. The campsites must be clear and free from wildfires. All cooking is to be done on camp stove. No Barbecues or Ground Fires.
9. Taps will be at 10:00 P.M. Reveille will be at 6:00 AM. The Camp is to be quiet during these hours. Please respect those who are camped around you.
10. Patrol Leaders should, upon completion of an Event, check with the Event Leader for that Event for his patrol's score and write it down on his score sheet.
11. At Assembly Saturday Morning each Patrol will be instructed to start at a certain numbered Event and then may complete the rest of the events as they wish.
12. Visitors are welcome at this Camporee. They are welcome to attend field events and Saturday night campfire, and may bring picnic lunches and supper to the Camporee. They must depart the Camporee before Taps at 10:00 P.M.

**CAMPOREE RULES (cont.)**

13. Any unsafe or improper use of knives, axes or other tools will result in immediate removal from the Camporee of the violator.
14. Sheath knives and fixed blade scabbard knives are prohibited.
15. There will be NO Booing by Scouts or Scouters towards other Scouts or Scouters at Campfire Saturday night.
16. All campfire skits and songs must conform to Scouting standards, and must be submitted as part of the Registration form, and in no event later than the time of check-in Friday night.
17. Webelos may attend the Camporee. They may camp overnight as the guest of a Troop or camp by themselves. They must be accompanied by two (2) Adult Leaders per Webelos Den or their parents or guardians. It is recommended that the Webelos camp with a Troop. The Troop will be responsible for the actions of the Webelos patrols, just like the Boy Scout patrols.

## **DIRECTIONS TO CAMP THREE FALLS**

Take the 5 North for about 43 Miles and Exit at Frazier Park Road

At the end of the off ramp go Left (West) for just over 7 Miles  
To Lockwood Valley Road

Go Left (West) on Lockwood Valley Road for just over 8 Miles to Boy Scout Road

Go Right (North) on Boy Scout Road

Camp Three Falls is at the end of Boy Scout road

## BILL HART DISTRICT CAMPOREE

May 13th, 14th & 15th, 2011

### Registration Instructions

1. Advance registration is due by the end of Wednesday, May 4th. After that, all registrations, including changes, must be conducted at check-in on May 13th.
2. Registration is a 2-part process: Submit registration form and fees to Bill Hart District service center, and email patrol rosters to the event registrar, John Noonan (jmnoonan@gmail.com). Both of these things must be complete by **May 4th** to qualify for advance registration.
3. Registration fees are as follows: By May 4th Webelos = \$ 15.00, Boy Scouts, Venture Scouts and Adults = \$20.00. Onsite on May 13th Webelos = \$ 20.00, Boy Scouts, Venture Scouts and Adults = \$ 25.00
4. All boys must be registered in a chartered unit of the Boy Scouts of America at the start of Camporee.
5. Please fill out the unit registration form on the next page, attach a check payable to Boy Scouts of America, and mail or drop off to: Boy Scouts of America Bill Hart District Service Center, 24338 Walnut Street Newhall, CA 91321. **Please turn in your registration and payment to the Newhall office. If you turn it in at the council office in Van Nuys, we have found this adds a delay and creates opportunities for error.**
6. Download the patrol roster and classification form (Excel) from the district website: [www.billhartdistrict.org](http://www.billhartdistrict.org). Complete the form, one sheet per patrol, and email the updated Excel file to John Noonan (jmnoonan@gmail.com). Instructions are on the form.
7. Rosters and total registration count can be adjusted later as necessary. Adjustments completed by the advance registration date will be subject to the advance registration fees. Adjustments can be made upon arrival, but will be subject to the onsite fees if the number of attendees increases. **Once fees are paid, no refunds will be given.**
8. If a patrol changes their name after they register, please report the new patrol name upon check-in on May 13th. This will help avoid confusion during the scoring process.

**BILL HART DISTRICT CAMPOREE****May 13th, 14th, 15th, 2011****Unit Registration** Troop  Pack  Crew

Troop, Pack, or Crew number: \_\_\_\_\_

Number of Patrols: \_\_\_\_\_

Unit Leader: \_\_\_\_\_

Telephone: \_\_\_\_\_

Cell Phone: \_\_\_\_\_

(For Onsite Emergencies)

Email Address: \_\_\_\_\_

**ALL SCOUTS MUST BE REGISTERED WITH THE BSA WHEN THE CAMPOREE  
STARTS**

	<b>Number</b>	<b>Fee</b>	<b>Total</b>
Webelos		\$ 15.00	
Boy Scouts		\$ 20.00	
Venture Scouts		\$ 20.00	
Adults		\$ 20.00	
<b>TOTAL</b>			

Checks Payable To: Boy Scouts Of America

Mail To: Boy Scouts Of America  
 Bill Hart District Service Center  
 24338 Walnut Street  
 Newhall, CA 91321