

**WHITE BUFFALO
SPRING CAMPOREE 2019
NO SCHOOL LIKE OLD SCHOOL**



“Scouting is a game for Scouts under the leadership of Scouts under the direction of a Leader.”

When? 26 April 2019

What? A challenge of skills and knowledge from the days gone by

Who? Patrols up to 10 youth per patrol

Where? Lake Afton

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Over View

Welcome to the time of your Grandfather, or beyond. When he was a boy and joined Scouts, things were a bit different than today. So, get ready to put on your nickers and step back in time to try your hand at skills and test of knowledge that Scouts of yesteryear would have had to do.

At this Camporee you will have 10 Stations to take your patrol (up to 10 youth) to. You will be challenged in a number of areas. Many skills are similar, but many are not. And your patrol will be awarded points at each station. Some stations have time limits some do not. But all score sheets must be turned in to the Marshals desk in time for scoring. (see schedule)

Beware at the cooking stations you will prepare an item for the judges, but you must eat it as well! So, it best be good! Fire building, Tomahawks, Taxidermy, knots and lashings and camp set up are just a few of the events. Along with some games to be played by patrols and test of knowledge.

Patrols may also score points for best Patrol flag, Walking staff, and vintage uniform.

Awards to be handed out at closing ceremony!

Registration

All units should be registered by 8 April. Units that register by this date will pay: \$8.00 per Scout, \$5.00 per adult.

After 8 April the amount will be: \$14.00 per Scout, \$10.00 per Adult

Units that register will receive a 2019 camporee patch and winning patrols will receive awards.

Units that register to help run a station will be provided with lunch, and coffee.

NOTE: Registration does not include food for participants.

Check in Requirements

Check in will begin at 4pm on Friday 26 April. Units will check in at the HQ building (see map and choose a campsite). All units should have Health forms Part A and B available upon request. Units will receive maps, schedules and

Leader Meeting

There will be a leader meeting at 9pm HQ building (see map). We will consume cracker barrel treats as we talk about the events on Saturday.

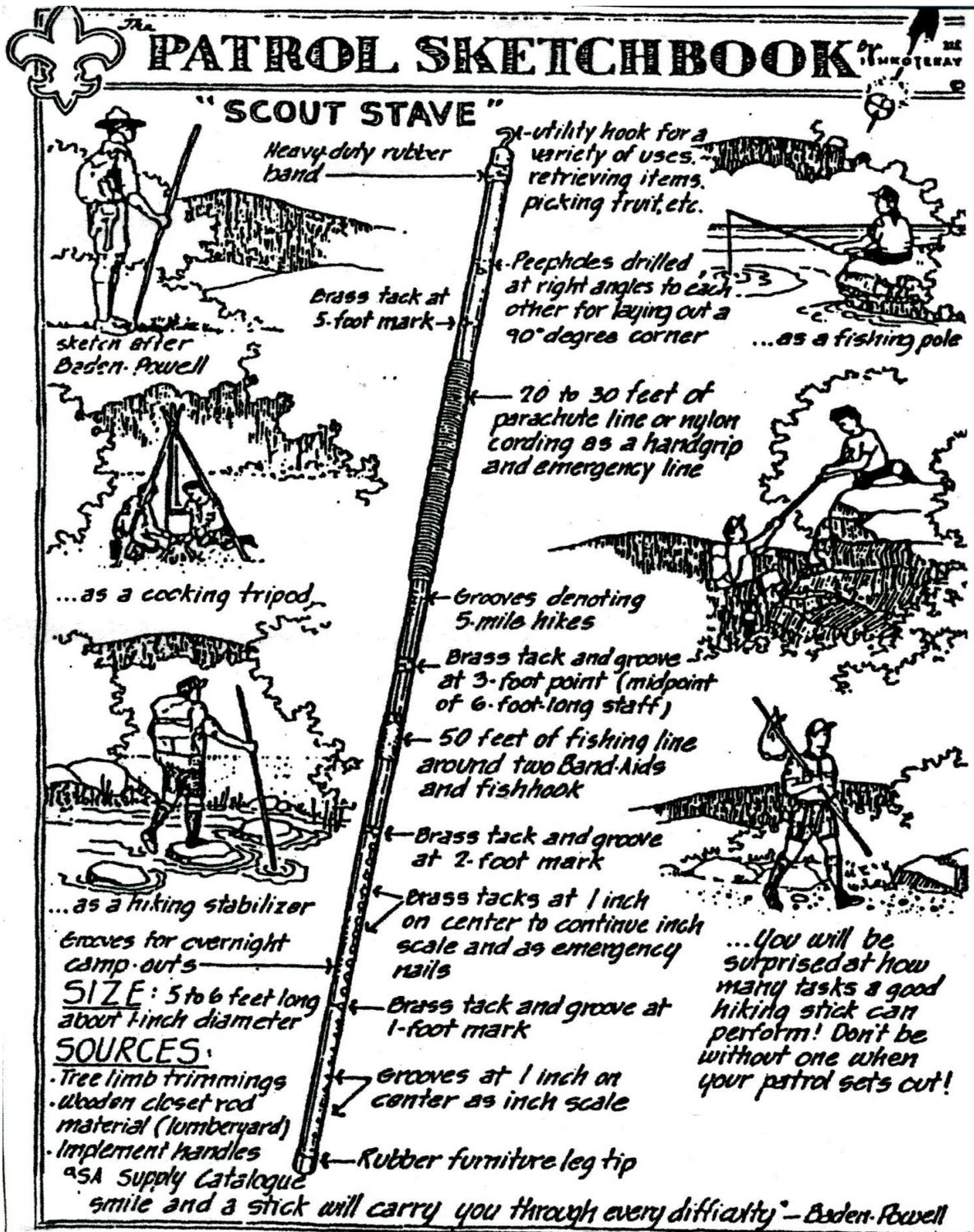
Please ensure one adult leader and Senior Patrol Leader attend.

Events

Each patrol will be given a score card at the Marshal Table (see Map).

This score card will be taken to each station where the different patrols will be given a task. Upon completion of the task the patrol will be given a score from 1 to 10 on their score sheet. Any station may be visited at any time, there is no set order. If one station is crowded then patrols are encouraged to go to one less crowded. Patrols may earn bonus points for:

- a) Bringing their patrol flag to each event
- b) Having a hiking staff in their patrol and taken to all stations (They need not be vintage but they should be creative) Example below



c) Having vintage Boy Scout uniform items from the past (at least 30 years old)

NOTE: Exact Scoring points for each event may be modified by station judge. Please check each station for exact scoring method.

All score cards must be turned into the marshal station to be scored by 4pm.

1) Fire building Station: “We are not a club or a Sunday school class, but a school of the woods.” Lord Baden Powell

All good Scouts should be able to build a fire. At this station you will be required to build a fire and burn through a string. Tinder and matches will be provided. Scoring is as follows:

More than 10 min:	1pt
More than 9 min:	2pt
More than 8 min:	3pt
More than 7 min:	4pt
More than 6 min:	5pt
More than 5 min:	6pt
More than 4 min:	7pt
More than 3 min:	8pt
More than 2 min:	9pt
Less than 2 min:	10pt

Additional scoring bonus: Use one match (+2 to score), use Two matches or less (+1 to score)

2) Taxidermy Station: “Where is there a boy to whom the call of the wild and the open road does not appeal?” Lord Baden Powell

The Taxidermy Merit badge started in 1911 but was removed in 1952. Your Patrol will attempt to re-master this skill. Given the pelt of a small animal your patrol will stitch it together, apply teeth, claws, eyes, or any other accessories to make your animal complete. You must name your animal and carry it proudly from a walking staff or patrol flag for the duration of the day. Patrols may bring items to ‘add’ to their animal to give it character. The station will have paint makers, simulated pelts, needles and thread, and a limited amount of things for eyes and teeth. Originality is the name of the game. Patrols will name and be able to provide a brief history of their creation.

Scoring: 1 – 10 based on station staff judging.

3) Tomahawks: “A boy can see the smoke rising from Sioux villages under the shadow of the Albert memorial.” Lord Baden Powell

At this station three tomahawks may be thrown by each of the boys in the patrol. The best score will be used for competition purposes.

Scoring: 3 hawks 10 points
 2 hawks 7 points
 1 hawk 5 points

4) Cooking: “Fun, fighting, and feeding! These are the three indispensable elements of the boy’s world.” Lord Baden Powell

At this station each patrol will be required to prepare three pancakes given the following items: Batter, spatula, pan and stove, butter and syrup. Patrols will only be given enough batter to make three pancakes and must the patrol must eat two of the three they make. The third will go to the station judge who will judge on taste as well as appearance and creativity. Then the patrol will be required to clean the pan for the next patrol.

Scoring: 1 – 3 points for taste
 1 – 3 points for appearance
 1- 3 for creativity
 0 -1 for cleaning pan

5) Survival Tent: “Where is there a boy to whom the call of the wild and the open road does not appeal?” Lord Baden Powell

At his station all members of the patrol will be blindfolded except for the Patrol Leader. Patrol leader will instruct verbally the patrol members on how to put up the tent. The Patrol will be instructed on how the tents should go up. They will be given a short time to look at the materials. Then the patrol will have 5 min to make a plan. At that point blindfolds will be in place. Upon the command ‘go’ the patrol leader will lead the patrol in construction of the survival tent. Patrols will have 15 min. At that point the word ‘TIME’ will be called, and all construction stops. Scoring will commence on construction. Then blindfolds will be removed, and the command ‘GO’ will be given. The patrol has 5 min to return all items to the starting locations in a neat manner.

Scoring: Leadership 1 – 3 points
Planning 1 - 3 points
Construction 1 - 3 points
Cleaning 0 – 1 points

6) Sling Shot: “Boys can see adventure in a dirty old duck puddle, and if the Scoutmaster is a boys’ man he can see it, too.” Lord Baden Powell

At this station Patrols will be given 5 beans to shoot at targets. Each member of the patrol will have an opportunity to shoot. The best shooter in the patrol will submit his score card for scoring.

Scoring: 5 hits 10 points
4 hits 8 points
3 hits 6 points
2 hits 4 points
1 hit 2 points

7) Boy Scout Quiz: "A boy on joining wants to begin Scouting right away." Lord Baden Powell

At this station patrols will be given a sample of Quiz questions from the Boy Scout Quiz book from the days gone by. The questions cover all aspects of Scouting from the 1940s and 50s. The quiz is True/False or multiple choice. Patrols will be given a chance to collaborate between patrol members and choose the appropriate answer for each question regarding the requirements of those days. Only one answer sheet will be submitted per patrol. Score sheets will be turned in and scored:

Scoring:	100%	10 pts
	90%	8 pts
	70%	7 pts
	60%	6 pts
	50%	5 pts
	40%	4 pts
	30%	3 pts
	20%	2 pts
	10%	1 pt

8) Knot Tying: "A Scout is never taken by surprise; he knows exactly what to do when anything unexpected happens." Lord Baden Powell

Patrols will be given rope each patrol must be able to tie a: Square Knott, Bowline, two half hitches, taught line, and clove hitch. Patrol Leader will choose the Scout to tie each knot. Only one Scout per knot unless there is less than 5 Scouts. Time limit 10 min.

Scoring: Each patrol will earn 2 pts per knot tied correctly.

9) British Football ‘civilized ‘: “Vigorous Scout games are the best form of physical education because most of them bring in moral education.” Lord Baden Powell

Patrol will quickly notice this is human foosball. Teams will compete against other patrols.

Scoring: Team work 1 – 4 points
Sportsmanship 1 – 4 points
Winning 2 pts

10) Lashing: "A Scout is never taken by surprise; he knows exactly what to do when anything unexpected happens." Lord Baden Powell

Given various poles tie the following lashings:

- a) Square
- b) Tripod
- c) Sheer

Patrols must assign at least one Scout to each lashing. More than one Scout may be assigned to each type of lashing, but they may only work on their lashing and may not transfer to another when they are done.

Scoring: one lashing 5 pts
Two lashings 7 pts
Three lashings 10 pts

Opening Ceremony: (see Schedule)

All Patrols will report to the Marshals Desk (see map) for score cards. Flag ceremony will start the event. Please be in Class A uniform.

Closing Ceremony: (see Schedule)

All patrols will report to the Marshal Desk at end of the day (see schedule). Awards will be handed out, patrols should be prepared to do a patrol 'yell' in the event of tie breaker. Lower flag signals end of activities.

First Aid:

First aid station will be located in the HQ building (see map) where registration takes place. Please bring health forms for those attending. (parts A and B)

Check out:

Sunday: All units must check out to receive patches. Units will have campsite inspected by blue armband staff prior to check out.

Early Checkout: Any unit needing early check out please make arrangements at the HQ building.

Volunteer staff:

Lunch is provided for volunteer staff. Please have stations set up Friday if possible.

Schedule:

Friday:

4:00 pm Check in for units begins

9:00 pm Leader meeting SPL/SM

Saturday:

8:30 am Patrols get score cards from Marshals desk (see map)

8:45 am Flag ceremony/opening remarks (Class A)

9:00 am Event starts

11:30 am Lunch

12:30 pm Event starts back up

3:30 pm Event Ends

4:00 pm Awards, closing remarks, flag ceremony Marshals Desk
(class A)

Sunday:

Checkout:

8 - 8:30 am Short Sunday Service

8:30 am Checkout