

Massasoit Fall Camporee

SCOUTERS OF THE LOST ARTS

Who: Anyone who is interested in having a unique camping experience that they will remember for the rest of their Scouting careers.

Where: Townsend Rod and Gun Club
46 Emery Ed Townsend MA 01469

When: October 6- 8th

Theme: *Scouters of the Lost Arts*

Contact: Kathy Bourassa <garyandkathy122@comcast.net>

Cost: \$8/ Person
\$3 per Webelos and parent (Price includes a patch)
\$2 for every additional patch

BRING YOUR WATER- THERE IS NO POTABLE WATER AVAILABLE ON SITE!!

In the Spirit of District Fellowship, we are inviting everyone to the cracker barrels on Friday and Saturday nights. We ask that each unit bring something to contribute to the Cracker Barrel each night. The Activities Committee will provide the cheese, pepperoni, and beverages.

Scoutmaster & SPL Information

What am I actually signing up for?

You are signing up for a fun weekend with your Scouts. After all, that is the reason we are truly here; to have fun while helping your fellow Scouts and Scouters.

Registration

Pre-registration will be on line...when you arrive you should register with the Event Committee

Friday Night: 5:30PM – 8:00PM and Saturday Morning 8:00AM – 9:00AM

Each Senior Patrol Leader, as well as Scoutmaster, should register his Troop and all Patrols upon arrival at the Camporee. You will receive instructions, event schedules and general information needed for the weekend. Please have the registration form filled out to speed up the registration process.

Medical Forms

As with any council-sponsored event, BSA medical forms are required for all participants. Please make sure your unit brings a medical form for each and every youth and adult participating in this event.

Visitors/Webelos

Visitors as well as Webelos are welcome and invited to attend the event. Webelos should be with a Troop. Please have visitors and Webelos check in at the registration area so that the Staff can welcome our guests.

Uniforms/Attire

Uniforms are suggested attire for all flag ceremonies, but Scouts as well as adult leaders should be prepared for weather in New England. Bring warm clothes, sleeping attire, activities attire, and then extra upon that. Always remember that a Scout is prepared, as well as thrifty. Look to your older Scouts, to teach and show your younger Scouts what they need to bring to have a fun safe weekend.

Sanitations/Health

Porta-Potties will be onsite.

Parking

Parking is at a premium, we encourage all troops to carpool. Parking will more than likely not be available at a troop's campsite. Please be prepared to haul your gear in. Remember we are all Scouters; you are more than capable of overcoming any challenge put before you.

Water

Troops **MUST** bring their own water with them. Water is **NOT** available onsite. Please insure that your Scouts remain hydrated.

Fires

Fires are permitted. Fires must be attended to at all times. Water buckets must be displayed as usual.

Trash

Carry in – Carry out. Please remember the points of the Scout Law and the Outdoor Code. Always leave an area better than you found it.

Patrol Method

One of the purposes of the Camporee is to utilize the Patrol Method during all activities. Scouts should bring all materials required for an overnight adventure. Using this event guide, the Scout Handbook, the Scout Field book, the Webelos Handbook, The Senior

Patrol Leader Handbook, and The Patrol Leader Handbook, a unit will be able to do well in the preparation, acquiring the equipment recommended, and developing a program that a Patrol can use to be competitive.

Leadership

All Troops should be under the direct control of a Senior Patrol Leader (SPL)/Patrol Leader (PL) at all times. All changes to the activity schedule should only be made by the SPL or PL.

First Aid

Each Troop and Patrol should be prepared with first aid equipment and supplies (readily identifiable) for caring for exposure and small wounds. Serious injuries must be brought to the registration area for immediate treatment.

Equipment

Each Troop/Patrol should furnish their own equipment and tools to be used. See detailed list in equipment section of this package. Appropriate clothing for the conditions is mandatory.

Troop and Patrol Flags

Each Troop is requested to bring a Troop Flag. All patrols are encouraged to bring a patrol flag. This will be one of the over-all awards criteria marks in the final scoring.

Cooking

This is a perfect opportunity to train your Scouts and Patrols in Leave-No-Trace cooking. This is a recommendation and not a requirement.

Camp Station Events

The scoring of each Troop and Patrol begins at check-in. Read everything carefully, because some events will require you to bring specific equipment.

Awards

A 1st, 2nd, and 3rd place ribbon will be given to the best Patrol of each event, and also to the best over-all Patrols at the Camporee.

Clean Up & Check Out

When a Troop is ready to check out, after the closing ceremony on Sunday morning, the SPL should come to the registration headquarters to receive patches for all Scouts..

Cracker Barrel

There will be a cracker barrel both on Friday and on Saturday at the lodge. ALL are invited. We ask that each unit brings something to contribute to the cracker barrel- the cheese, pepperoni, crackers, and beverages will be provided.

Be Prepared:

All Scouts are to carry water and a mug with them.. All station activities will close for lunch.

Dress in layers. (Wicking, Warm, Weather)

Religious Services

There will be an all faith service offered Saturday evening. Please check the schedule upon check in for further information.

EVENTS:

Knot your Enemy

In this event, the scouts will have the opportunity to show how well they know how to tie different knots. The goal of this event is to tie as many of the knots listed. If the scout is able to tie it with the shield in place as to not be able to see it, they get double points.

They may pass if no one in the patrol knows how to tie the knot. The person leading is

to follow the order of knots. The patrol is to only be shown one knot card at a time.

There is a 20 minute time limit on the game and only one person at a time can tie a

knot. More than one person can try and tie a single knot until it is done correctly.

The

final score is to be kept confidential

1. Square Knot 2 pts
2. Clove Hitch 2 pts
3. Whipping the end of a rope 2 pts
4. Two Half Hitch 2 pts
5. Sheet Bend 3 pts
6. Taut-Line-Hitch 5 pts
7. Bowline 5 pts
8. Granny Knot 5 pts
9. Thieves Knot 5 pts.
10. Sheep Shank 10 pts.
11. Trucker's Hitch 10 pts.
12. Figure Eight Follow Thru 15 pts.

Supplies: One piece of 1/2" Manilla/ Sisal Rope approx. 6' long

Whipping string

Vertical Pole to tie knots around

Staff of Ra

In this event, patrols are to lash three poles together using round lashings. At the top of

the last pole is a signal mirror that they are to use to shine a light on a target.

This is a

timed average event. This means that the total time to completion is divided by the

number of patrol members participating. If there isn't any sun, then a laser pointer will

be used instead and turned on once the poles have been lashed together. Score keeper is to keep score confidential. Max. time allowed 20 minutes

Supplies: 6 pieces of manila/sisal rope 10 feet long

3 lashing poles 8 feet long.

Duct Tape

Get me a whip

Patrols can make a piece of rope 6' long and whip both ends.

Send me a Signal

This event is timed and points will be given for accuracy. The patrol is to be divided in

half. Each half is to take a side. Side "A" will be using the Flag semaphore signals to

send a message to side "B". Who write it down completely. Then open the envelope

and find the correct response. Side "B" then sends the rest of the phrase back to side

"A" using morse code. Side A, then writes the rest of the phrase down. Once

Side "A"

& "B" show the complete phrase that they wrote down to the time keeper, the clock

stops. All scouts in a the patrol must send a signal.

Phrases:

N-A-M-E A S-C-O-U-T N-O-N-E-S-S-E-N-T-I-A-L (reply) A G-R-O-U-N-D T-A-R-P

T-H-E Q-U-I-C-K B-R-O-W-N F-O-X J-U-M-P-E-D (reply) O-V-E-R T-H-E D-U-C-K

M-Y S-L-E-E-P-I-N-G B-A-G I-S F-U-L-L O-F (reply) S-T-I-C-K A-N-D R-O-C-K

Pads of paper

Envelope with 2nd part of phrase

1st Part of Phrase written down on cards

Pens (not pencils)

Leap of Faith

Each Patrol must cross a log without falling off. If they fall off, they must start over.

Once all the members have crossed the log, they then have to swing across an imaginary gorge using a rope swing. Each scout has three tries to make it across. This

is a timed event. The average of the time divided by each member in the patrol is the

final score

I HATE Snakes

In this event all but one patrol member is blindfolded. The one who isn't blindfolded

must instruct each blindfolded scout through the "Snake Pit" without touching a snake.

Each time a snake is contacted, an additional 5 seconds is added to the overall time.

Score is an average. Overall time (plus penalty time) divided by patrol members

Now that's sharp

Patrol members take turns throwing knives at a target. They each get three tries. Points are awarded as 5 pts for bulls eye, 3 pts for yellow area, 2 pts for blue area, and

1 pt for hitting the target but the knife doesn't stick in. Overall score is an average of

total patrol points divided by number in patrol.

Steal the idol

Troops will be assigned to a team. Each team will have an idol and the other team will try to take it from them.

Treasure Hunt

Can your patrol follow the clues and compass directions to find the hidden treasure?