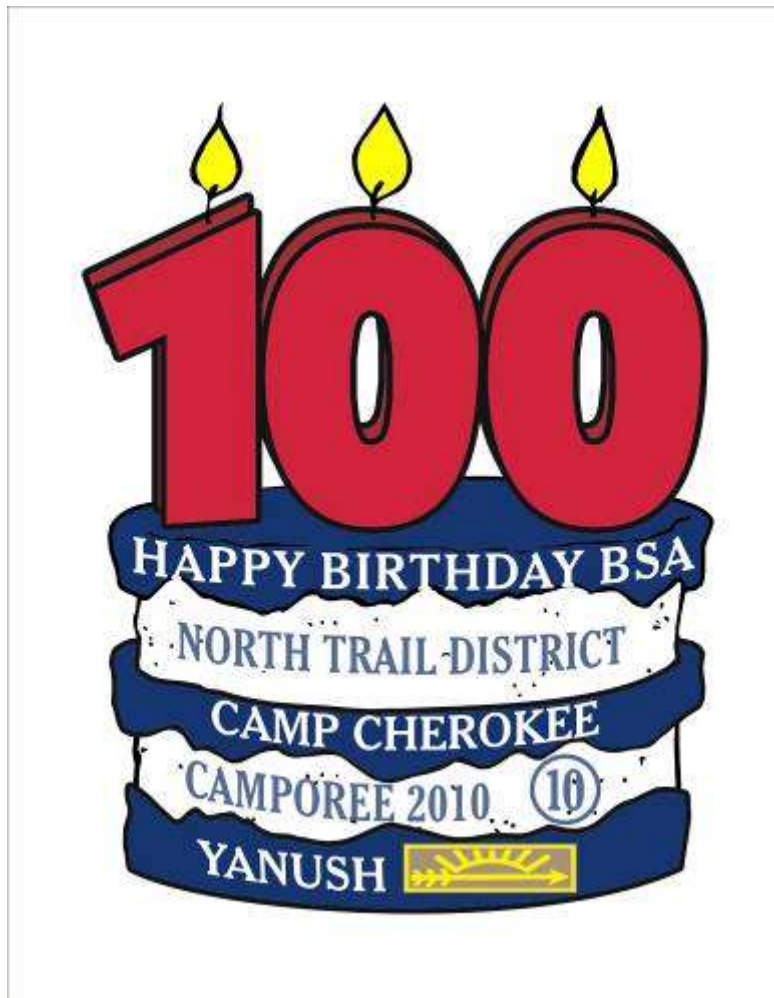


***North Trail District Camporee***  
Circle Ten Council  
BSA



March 5th – March 7th, 2010  
Camp Cherokee



## Contents

1. Cover Page
2. Contents
3. Welcome to Camporee
4. Motto & Goals
5. Map of Camp Cherokee
6. First Aid and Camp Rules
7. Friday Night Check-in and Late Registration  
Saturday Morning Schedule
- 8-9. *Saturday Scout Competition - Morning and Afternoon*
  - Mandatory Scout Competition
  - Optional Scout Competition
  - Troop Administration, Campsite
10. *Saturday Webelos Competition - Morning and Afternoon*
11. *Saturday Afternoon*
  - OA - Sign up for Brotherhood
  - Turn in All Scorecards
  - SPL and Scoutmasters Meeting
  - Flag Ceremony
  - Dinner*Saturday Night*
  - Campfire and Awards
  - Order of the Arrow Call-out
  - Order of the Arrow Brotherhood Ceremony*Sunday*
  - Wake-up
  - Flag Ceremony
  - Religious Services
  - Inspections and Check-out
12. Guide to Brotherhood Attainment
13. Campsite Inspection Form
14. Schedule of Events



## Welcome to North Trail District Camporee

Scouts, Webelos, Adult Leaders and Parents:

Welcome to Camp Cherokee for this year's North Trail District Camporee. You are about to participate in an annual event that is expected to involve more than 750 young men and 250 adult leaders and parents. Together, you represent more than 30 troops from Highland Park, North Dallas and Richardson.

### **North Trail District Camporee 2010 theme is "Happy Birthday BSA."**

A tradition of the North Trail District Camporee has been competition – competition among the troops by patrol. Continuing this tradition of competition has a much greater purpose than merely to award a trophy to one troop. To succeed, the competition of Camporee must contribute to our Scouts' willingness and abilities to demonstrate previously learned Scout skills, and develop an ongoing eagerness to learn new skills – all the while displaying the many positive attributes of Scout Spirit.

Many Scouts and adults already have contributed, and will contribute, to the presentation of this weekend's activities as members of Camporee staff. The Yanush Chapter of the Order of the Arrow will host this year's Camporee. The Yanush Chapter has accepted this challenge, but these Arrowmen could not do this without significant help from others.

Scouts and Webelos, are you ready to do your best in the mandatory and optional competitive events? Are you ready to display your Scout Spirit? We promise that we will do our best to give you challenging opportunities to show us, and yourselves, exactly what you are capable of doing. Welcome to Camporee.

Sincerely,

<b>Richard Berry</b> Camporee Lead Yanush Chapter Troop 890	<b>Mark Roemisch</b> Camporee Lead Yanush Chapter Troop 890	<b>Max Stauffer</b> Chapter Chief Yanush Chapter Troop 2485
--	--	--

**Martin Ward**  
**Adult Camporee Advisor**  
**214-909-7709 (M)**  
**mkward4163@yahoo.com**



## Motto & Goals

### THE SCOUT MOTTO

The Scout motto is **BE PREPARED**. A scout prepares for whatever comes his way by learning all he can. He keeps himself strong, healthy, and ready to meet the challenges of life. Camporee will challenge your progress in this endeavor and certainly add some fun along the way.

#### Goals:

- Focus on the patrol method, with emphasis on:  
*Scout Spirit / Teamwork Scout Leadership Scout Skills*
- Provide an opportunity for every troop, regardless of size, to excel and be recognized.
- Allow all scouts to compete, but also have time to learn and have fun.
- To provide North Trail Scouts and Scouters the opportunity to assemble for the purpose of fellowship and friendly competition.



## First Aid

Minor injuries, including cuts, scratches, bruises and minor burns, should be treated with proper First Aid by the injured Scout himself or by one of the adult leaders in the Scout's troop. If the injury is more serious, or is suspected to be more serious, than a common minor injury, make use of the Camporee First Aid Station which will be at the Headquarters Building. This station will be staffed by **Dr. Harry Yankuner, DPM**. If necessary, SEND for help. If a Camporee staff member with a radio can be found quickly, ask the staff member to call for help.

## Camp Rules

### 1. OBEY:

- A. *Scout Oath*
- B. *Scout Law*
- C. *Outdoor Code*
- D. *All warning signs, including any and all off-limits markings*

### 2. DRESS:

- A. Flag ceremonies (except Saturday morning's flag-raising), campfire, and OA ceremonies – BSA Field Uniform (Class A shirts and Scout or Scout-approved pants or shorts.)
- B. Competitive events and other non-ceremonial day activities – Scout or troop t-shirts and Scout or Scout-approved pants or shorts
- C. Hats – must be troop, Scout or Scout-approved
- D. **NO TORN BLUE JEANS**
- E. **NO HATS WORN BACKWARDS**
- F. **NO CAMOFLOUGE CLOTHES**

### 3. NO ILLEGAL KNIVES,

including switchblades and fixed blades

### 4. NO FIREARMS,

except those which may be provided by the Camporee staff for an activity or event.

### 5. NO ALCOHOL, NO ILLEGAL DRUGS

### 6. NO ELECTRONIC DEVICES,

including radios, TV's, boom boxes, CD players and video games. Please restrict the use of cell phones to emergencies.

### 7. DO NOT:

- A. Raid other campsites
- B. Leave camp property

### 8. BY 10 P.M., Saturday or immediately

after your last official event – be in your campsite.

### 9. VEHICLES and TRAILERS:

- A. Upon arrival at camp Friday, all vehicles will be parked in the camp's main parking lot according to the instructions of the parking crew.
- B. Vehicles towing trailers and/or carrying troop and/or Scout equipment and/or supplies should print their campsite permit prior to coming to Camporee. This will allow appropriate troop vehicles into camp upon arrival. Scouts must walk into and out of camp. Prior to coming to Camporee, notify Martin Ward, [mkward4163@yahoo.com](mailto:mkward4163@yahoo.com) / 214-909-7709 if a vehicle is required to stay in camp.
- C. Once a vehicle has delivered its trailer, equipment and/or supplies to the troop's campsite, the vehicle must be returned to the camp's main parking lot. Then the Scoutmaster and SPL will meet at HQ and register / pay for any late entries and register their patrols.

### 10. CONSEQUENCES:

If a Scout disrupts Camporee by failing to follow one or more of the above Camp Rules, he may be instructed to call a parent or guardian to request that he be taken home from camp as soon as possible. If a parent or guardian is unable to come to camp to take the Scout home, the Scout's Scoutmaster will be responsible for removing the Scout from camp.

### 11. DO YOUR BEST to have good, clean fun.



## Friday Night

### **Check-in, Late Registration (6:00pm – 11:30pm)**

Check-in is a two-part process for the purpose of allowing Camporee attendees to get to their campsites as quickly as possible.

**Step 1** A member of the Check-in staff will greet each vehicle as it approaches the Camp parking lot. Each vehicle towing a trailer or carrying troop / scout supplies should present their pre-printed campsite confirmation for camp entry. These vehicles will proceed directly to their assigned campsite. All other scouts and scouters within that troop will park their vehicles in the camp parking lot and walk to their assigned campsite.

**Step 2** After the troop reaches its campsite and has begun to settle in, all troop vehicles must be returned to the camp parking lot. At this time, the Scoutmaster and Senior Patrol Leader will meet at Camp Registration at the Camp HQ building for troop / patrol registration and Cracker Barrel. Each Scoutmaster and SPL must bring;

1. An accurate count of the troop's attendees by:
  - Scouts on Camporee staff
  - Adult leaders on Camporee staff
  - Scouts competing – all Scouts not on staff must compete
  - Adult Scout leaders not on staff
  - Second-year Webelos competing – all Webelos must compete
  - Second-year Webelos' parents
2. For competing Scout patrols –
  - Patrol name
  - Patrol leader's name
  - Number of Scouts
3. For competing Webelos dens –
  - Host troop number and den name
  - Name of den leader or responsible adult

Also, this is an opportunity to resolve any registration questions and/or concerns as well as pay for attendees not included in early registration.

### **Late Fee registration Costs:**

- Scout and adult Scout leader: \$ 15.00
- Webelos and Webelos parent: \$ 15.00

### **Camp Gate is Closed (11:30pm)**

Camp gates will be closed at 11:30 p.m. If an emergency requires that an attendee leave camp, please check with a gate attendant or a member of the First Aid staff at Headquarters.

## Saturday Morning

### **Wake-up (6:30am)**

Time for competing Scouts and Webelos to crawl out of their sleeping bags, get dressed with a Class B shirt and Scout-approved pants, then prepare and eat breakfast.

### **Pick up Event Cards with Patrol Schedules (8:00am – 8:30am)**

Senior patrol leaders must pick up event cards with schedules for each of their patrols at the Camp Dining Hall.

### **Opening Flag Ceremony (8:30am – 8:45am)**

For this flag ceremony only, Class A uniforms are **not required**. Scouts and Webelos, dressed with Class B shirts, Scout-approved pants and ready to compete, will gather at the flag pole, outside of the Dining Hall.

### **Campsite Inspections (9:00am)**

Teams of Camporee staff members – Scouts and adults – will inspect each campsite, beginning at 9:00 a.m. If all inspections are not complete before lunch, they will be completed during the afternoon. A copy of the inspection form to be used is included in the back section of this booklet. If an adult leader is at the campsite when the inspection is made, the team will review briefly the results with the adult. The completed inspection form will be placed in the troop's Check-out packet.

### **Competition (9:00am – 1:00pm)**



Saturday Morning and Afternoon  
**Competitive Events for Scouts**

Once again, the North Trail District Camporee features competition among the troops by patrols. The over-all winning troop will receive the Eagle Trophy at the Saturday night campfire. Points will be awarded to patrols for performing Scout skills while demonstrating Scout spirit. The scoring will be designed so that all troops, regardless of size, will be able to win. Optimal patrol size is six to ten Scouts. It is permissible to reorganize patrols for Camporee.

**Mandatory Competitive Events**, which can be entered only by Scouts and will be scored by determining a patrol average for each Troop:

	<u>Possible Points</u>
Fire Building	100
First Aid	100
Tent Set Up	100
Orienteering	100
Lashing	100
Signaling	<u>100</u>
	600

**Optional Competitive Events**, which can be entered only by Scouts:

Troop Tunes	25
Campfire Entertainment	25
SPL "Birthday Cake" Dessert	25
Scoutmaster "Birthday Party" Entree	25
Root Beer "Chug"	25
Birthday Cake Candle Blow Out	<u>25</u>
	150

**Troop Administration, Campsite**

In addition to points earned from competitive events, troops can earn points in the following areas:

Troop First Aid Kit - Scoutmaster	25
On-line registration and pay	50
Troop campsite inspection	100
Troop hosts Webelos	50
Troop members on Camporee staff	<u>25</u>
	250

**Fire Building** will be a test of the patrol's ability to demonstrate basic fire building skills. Teamwork and knowledge of basic campfire setup will prove invaluable. A new spin on lighting Birthday candles.

**First Aid** will attempt to determine how well a patrol, and each Scout within a patrol, can handle a situation in which the lives or deaths of victims depends on the First Aid given before the arrival of paramedics. Be prepared for a Birthday Party gone bad!

**Signaling** could also be called patrol development. Patrols must communicate a need for help using semaphore flags and Morse code. Be sure to know all the words to "Happy Birthday"

**Orienteering "Pin the Tail on the Donkey"** will be a challenge of all scouts' orienteering, coordination, and physical fitness skills.



**Tent Set Up** will include a patrol's ability to set up a four man dome tent (provided by Camporee) both properly and quickly. Each patrol will be timed for set up and take down.

**Lashing** will challenge the best of patrols.

**Troop Tunes – optional** – Troops may send their best singer, chorus, instrumentalist, combo, or orchestra to show off their music talents while performing “Happy Birthday.”

**Campfire Entertainment - optional** – is an opportunity for imaginative, creative, and talented Scouts to entertain others. Possibilities include presenting a skit, singing a favorite song, playing an instrument or recounting a short story or telling some jokes. This event will take place at the Dining Hall. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners will perform at the campfire that evening.

**SPL “Birthday Cake” Desserts – optional** – Each Troop's SPL needs to bring a Birthday Cake made in camp. A panel of judges will determine the best Birthday Cake. The tasting will occur at the Dining Hall.

**Scoutmaster “ Birthday Party” Entree – optional** – Each Troop's Scoutmaster needs to bring an entrée made in camp that would be a hit at any Birthday Party. A panel of judges will determine the best Entree. The tasting will occur at the Dining Hall.

**Birthday Cake Candle Blow Out – optional** – Each Troop can send their youth “best blowhard” for the 100 candle blow out challenge.

**Root Beer “Chug” – optional** – Each Troop may send their single best youth Root Beer fan to compete in this camporee favorite.

**Troop First Aid Kit – Scoutmaster – optional** – Each Troop Scoutmaster will have the opportunity to present their Troop's First Aid Kit to Dr. Harry Yankuner, DPM at the Camp First Aid Station. Each Scoutmaster should present his Troop's tour permit and copies of the medical forms for his youth and adults attending Camporee 2010.



Saturday Morning 9am – 1pm  
**Competitive Events for Webelos II Scouts**

All morning Webelos II Scouts will compete in the 6 different events hosted by Scouts and adults from our District. The events are:

	Skills
1. B-B Gun	100
2. Athletics	100
3. Fire Building	100
4. Knots	100
5. Patrol Development	100
6. Tents	100
<b>Total possible points</b>	<b>600</b>

**B-B Gun** will begin with instruction on how to shoot a B-B Gun – safely. Then, the boys will shoot B-B Guns at paper targets. Try and hit a bull’s eye to earn the most points.

**Athletics** will ask each boy to perform five of the activities required by the Athletic Activity pin and which are also the personal fitness requirements for Tenderfoot. These activities are: *push-ups, sit-ups, pull-ups, standing long jump and 50-yard dash*. The boys will do each activity twice, and their output will be recorded. However, the emphasis will be for each boy to do his best – and to attempt to improve on the second try.

**Fire Building** will give the boys an opportunity to learn how to correctly build a tee-pee fire as well as a log-cabin fire. After the instruction, the boys will be given materials needed to build one of these fires. Once the materials are in place, the boys will light the fire with the objective of burning two horizontally suspended strings. Points will be awarded for the time required to burn the lower string, with additional points being awarded if the top string is burned within the allotted time. Bonus points will be awarded for groups which provide their own home-made fire starters.

**Knots** will focus on the five basic Boy Scout knots: square knot, bowline, two half-hitches, taut-line hitch and clove hitch. The event will show how to do these knots, and then the boys will tie them.

**Patrol Development** will provide all materials needed for the boys to design and create patrol flags, which should be representative of Scouting values and patrol unity. Points will be awarded for the use of Scout-related ideas, slogan, mottoes and patrol themes. Bonus points will be awarded to the groups which provide their own poles. Additional points will be awarded to the groups with a patrol yell and for the display of patrol unity.

**Tents** will give instructions on how to correctly set up this essential element of most Scout campouts. After instructions, the boys will erect a tent.



## Saturday Late Afternoon

### **OA Brotherhood sign up**

**(1:00pm)** See page 12 “Guide to Brotherhood Attainment”

### **SPL, Scoutmaster Meeting**

**(4:30 pm – 5:30 pm)** Senior Patrol Leaders and Scoutmasters will meet in the Dining Hall and turn in all score cards for their patrols and troop. Also, a look ahead to remaining activities, including the evening’s campfire, OA ceremonies, and check-out procedures will be presented.

### **Flag Ceremony**

**(5:45 pm)** “Day is done, gone the sun...” All Camporee attendees, wearing Class A uniforms, will gather at the flag pole behind the Dining Hall.

## Saturday Night

### **Dinner (6:00 pm – 7:15 pm)**

Each Troop will prepare their own dinner.

### **Campfire and Awards**

**(7:30 pm – 8:30 pm)** Camporee participants will gather for an evening of awards, skits, songs and other entertainment. Campfire entertainment winners will perform, and there might be a surprise or two. It will be here that the trophy will be presented to the troop that wins the day’s overall competition.

### **OA “Call-out”**

**(9:00 pm – 10:00 pm)** At the conclusion of the Camporee campfire, troops participating in the Order of the Arrow Call-Out will be led from the Campfire area to a ceremonial fire by Arrowmen.

### **OA Brotherhood Ceremony**

**(10:00 pm – midnight)** OA members, who took their Brotherhood Walk in the afternoon and wish to seal their membership in the Order of the Arrow, will gather in the Dining Hall and then proceed to the Brotherhood Ceremony Ring.

## Sunday

### **Wake-up (7:00 am)**

Everyone up!

**Flag Ceremony (8:15 am)** Class “A” uniform is required.

### **Religious Services (8:30 am)**

A Scout is **reverent**. In keeping with the 12<sup>th</sup> point of the Scout Law, Scouts, Webelos Scouts and adults should be true to their religious beliefs – even at Camporee. Troops may hold services at their respective campsites, or encourage attendance at the camp-wide worship services.

### **Inspections and Check-out**

**(9:00am – 11 am)** Camporee staff members will inspect each campsite, expecting it to be in better shape than it was before Camporee. Once the campsite passes a check-out inspection, the unit’s Senior Patrol Leader will be issued a pass. When the pass is submitted to Corporate Headquarters, the Senior Patrol Leader will be given his troop’s Camporee packet and authorization for his troop to leave camp. Camp will close at 12 noon.



**\*\* WELCOME TO THE 2010 NORTH TRAIL DISTRICT CAMPOREE \*\***

## **GUIDE TO OA BROTHERHOOD ATTAINMENT**

You will find a listing attached to the outside of your registration packet of those OA Scouts in your Troop who are eligible to seal their membership in the Order of the Arrow by becoming a **Brotherhood Member**. *Please encourage these scouts to seek this honor by taking the following steps:*

- Meet in the Dining Hall promptly at 1:00pm on Saturday to:
  - Verify that their dues are paid for 2010
  - Pay their 2010 dues if not current (\$15.00)
  - Fill out a Brotherhood registration card and pay their \$15.00 fee for the OA Brotherhood sash
  - Receive instructions on their Letter of Rededication to service in the OA and the Brotherhood Walk requirements
- Meet in the Dining Hall promptly at 4:00pm to
  - Present their Letter of Rededication of Service to the Chapter Vice Chief of Inductions.
  - Take the Brotherhood Walk with the Vice Chief of Inductions.
- Assemble at the Dining Hall following the OA Callout ceremony to:
  - Re-verify completion of the Brotherhood requirements
  - Proceed to the Brotherhood Ring for the Ceremony

***The Brotherhood Ceremony is one of the most meaningful experiences available to members of the Boy Scouts of America. Those participating in it should be prepared to do their best to live a life of cheerful service to others. Those who are not prepared to continue actively in Scouting and the Order of the Arrow should not participate in the Ceremony.***



# North Trail District Camporee – 2010 Campsite Inspection

Scoring guidelines: 0=absent, 1-2=some present or severely deficient, 3-4=average-good, 5=exemplary

Site #	Troop#	Inspector		
No.	CRITERIA	Possible Points	Earned Points	
1	Troop Flag displayed at Opening Ceremony	5		
2	U. S. Flag displayed	5		
3	Unit sign or identification (Other than trailer)	5		
4	Boundaries and entrance clearly marked (Geographically or otherwise)	5		
5	First Aid Kit is present and clearly marked, visible upon entry to site	5		
6	Tents are organized and properly pitched	5		
7	Patrols have separate areas	5		
8	Patrol sites are neat and organized	5		
9	Fire ring is properly located and marked	5		
10	Fire suppression equipment is present and easily available (Extinguishers or Fire Buckets)	5		
11	Chemical fuels are properly stored	5		
12	Activity schedule is posted	5		
13	Menu and Duty rosters are posted	5		
14	Cooking areas are clean and organized	5		
15	No Vehicles left in camp ( subtract 10 points/vehicle)	10		
16	Food is properly stored	5		
17	Dishwashing area is present	5		
18	Garbage is properly disposed in hanging bags, no trash on Ground	5		
19	Campsite improvements made ( Projects displayed, etc.)	5		
	<b>TOTAL</b>	<b>100</b>		



# Camporee 2010 – Schedule of Events

(Subject to change)

Day	Time	Activity	Location
Friday	6:00 PM – 11:30 PM	Camp Set Up - Registration	Headquarters Bldg
	MIDNIGHT	Lights Out	Campsites
Saturday	8:30 AM – 8:45 AM	Flag Ceremony & Welcome	Flag Pole
	8:45 AM – 9:00 AM	Instruction for Events	Flag Pole
	9:00 AM – 1:00 PM	Scout Competition	See Event Map
	9:00 AM – 1:00 PM	Webelos Events	Shooting Range
	9:00 AM – 12:00 PM	Registration for Optional Events	Dining Hall
	9:00 AM – 1:00 PM	Adult Activities	To be determined
	9:00 AM – 12:00 PM	Camp Inspections	Campsites
	9:00 AM – 12:00 PM	First Aid Kit Inspection	First Aid Station
	1:00 PM – 2:00 PM	Lunch	Campsites
	1:00 PM	Registration for Brotherhood	Dining Hall
	1:00 PM	Troop OA Representatives Meeting	Dining Hall
	2:00 PM – 4:30 PM	Cooking contest	Dining Hall
	2:00 PM – 4:30 PM	Scout History	Dining Hall
	2:00 PM – 4:30 PM	Campfire Entertainment Contest	Dining Hall
	2:00 PM – 4:30 PM	Troop Tunes	Dining Hall
	3:00 PM	Root Beer “CamporeeFest”	Dining Hall
	4:00 PM	Brotherhood Walk	Dining Hall
	4:30 PM – 5:30 PM	Troop Turn In Score Cards	Headquarters Bldg
	5:45 PM – 6:00 PM	Flag Ceremony / Announcements	Flag Pole
	6:00 PM – 7:30 PM	Supper	Campsites
	7:30 PM – 8:30 PM	Campfire / Awards	To be determined
	9:00 PM - 10:00 PM	Call Out Ceremony	To be determined
	10:00 PM – 11:00 PM	OA Brotherhood	TBD
	MIDNIGHT	Lights Out	Campsites
Sunday	8:15 AM – 8:30 AM	Flag Ceremony	Flag Pole
	8:45 AM – 9:00 AM	Scouts Own Service	Flag Pole
	9:00 AM – 11:00 AM	Campsite Inspections/Troop Check out	Headquarters Bldg
	12:00 PM	Camp Closed	