

# Manitoga + Muscoot Spring Camporee

FRIDAY, MAY 3, 2019 AT 5:00PM TO SUNDAY, MAY 5, 2019

This manual is to acquaint oneself with the Westchester Putnam Council  
Manitoga/Muscoot Fall Event and to assist in preparing for  
an exciting weekend of competition, friendship and fun.

Please mark your calendar for the weekend of  
May 3rd though May 5th 2019 at  
**Agatha A. Durland Scout Reservation.**

*See You There!*



BOY SCOUTS  
OF AMERICA®

WESTCHESTER-PUTNAM COUNCIL

**Call or Text Warren Smith for information**  
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# Manitoga+Muscoot Fall Camporee

## Schedule of Events

### **Friday, May 3rd**

- 5pm–8:30pm** Troops arrive for check-in at Durland Scout Reservation
- 8:30pm** Cracker barrel meeting for all Scoutmasters and SPL's at camporee headquarters – Pavilion
- 10:30pm** Taps - Lights out and quiet.

### **Saturday, May 4th**

- 7:30am** Reveille
- 8:30am** Opening Ceremony, flag raising, last minute notices
- 9:00am** Day activities begin Stations Open
- 12:00pm** Lunch – Patrols will halt all activity for lunch break. Activity stations are closed.
- 12:30pm** Stations reopen. Patrols resume activity.
- 3:30pm** All stations closed. Patrols return to camp to prepare for diner and evening activities
- 6:00pm** Gateway Competition Judging (at each troop campsite)
- 7:00pm** Dutch oven Desert Competition - **Judging will be at HQ (Site 35)**
- 8:15pm** Campfire program
- 10:30pm** Taps

### **Sunday, May 5th**

- 7:30am** Reveille
- 9:00am** Closing Ceremony
- 9:30am** Check out. SPL's must report to camporee headquarters to request a campsite inspection before they leave, and receive patches.

## **Overview**

**What Is A Camporee?** “Camporees are opportunities for patrol camping. The best troops make full use of the patrol method, and the best camporees do likewise. Some camporees have lots of patrol competition, where patrols test their teamwork and Scout skills against each other. Other camporees are less competitive, but are still structured around Scouts doing things in patrol groups. A camporee starts with the recognition that a patrol is the basic unit. The patrol demonstrates its very best camping techniques and shares its experiences with other patrols. The camporee involves the type of equipment that can be carried in a pack by boys and can be set up entirely by boys. The equipment thus set up enables the boys to be completely self sufficient for a self-reliant experience over a period of 2 or 3 days.”

— Official BSA Field Guide

The 2018 Manitoga-Muscoot Fall Camporee will take place at Durland Scout Reservation from October 26 - 28, 2018. Scouts from Manitoga and Muscoot District will team up for this special event. **The activities of this weekend will be to challenge patrols to work together to demonstrate their knowledge of Scout Skills.**

## **General Format Of Event**

**REGISTRATION:** All registrations must be done online by midnight Thursday, May 2nd. Registrations after that date or walk ins may not be able to be accommodated. The cost is \$10.00 per person (scout or adult).

**ARRIVAL:** Troops are invited to arrive on Friday, May 3rd or before 8:00am May 4th. Check in will be at camporee headquarters at **site 35**. At 8:30pm, a Cracker barrel meeting will be held at headquarters for all Scoutmasters and Senior Patrol Leaders to discuss Saturday's events. All troops will retire by 10:30pm.

**CAMPSITES:** For camping we will be using the wooded campsites around sites 34, 36 and 37. Troops will choose their own campsites when they arrive.

**PARKING:** Due to the size of this event, we ask that you bring as few vehicles as possible. Parking will be mainly at in the Large Lot by Site 35. Units will pack in and pack out all their food and gear.

**Everyone should follow Leave No Trace principles during the entire camporee. Specifically follow these guidelines:**

### **CAMPSITES:**

1. Camp in an existing high impact campsite
2. Minimum campfire in the campsite. Do not bring firewood from outside the camp
3. Dispose of waste properly: Pickup up garbage, separate garbage from recyclables
4. No disposables will be provided and should not be brought
5. Bring your own mess kit and drinks
6. Cleanup: 3 bucket method, screen out waste, biodegradable soap, disburse grey water
7. Meal preparation: Pre-make as much as possible, make just enough, no left overs

### **ON THE TRAIL:**

1. Pick up trash
2. Stay on established paths.

**ACTIVITIES:** Saturday morning begins with Reveille at 7:30am. Troops will rise and prepare for the day's events. All troops will assemble at 9:00am for a flag raising ceremony and opening remarks. Troops will then be dismissed to participate in the day's events. At 3:30, all activity will cease, and all Scouts will be dismissed back to their campsites to prepare dinner and get ready for the evening campfire program.

## **Emergency Information**

In the event of any emergency that endangers the camp, we will blow 3 blasts on an air horn. Upon hearing this warning sound, drop everything “immediately” and gather your unit at your campsite. Take head count and ensure nobody is missing. Just as with any emergency, please maintain a walking speed and keep a cool head. If you hear the emergency signal of three blasts, you need to assume it is a real emergency.

## **General Rules**

The Scout Law, Scout Oath, and the Outdoor Code are the guiding rules of enforcement. If you follow the Scout Law and the Scout Oath, there will be no problems.

## **Boy Scout Troop Criteria for Success**

- Scout spirit
- Scout participation
- Team work
- Patrol yell
- Patrol flag
- Troop number clearly posted
- Duty roster posted in the campsite
- Menu posted in the campsite
- Food storage to prevent harm to wildlife
- Camp neatness
- Camp cleanliness
- Personal equipment storage
- Low impact camping

## **ADULT ATTITUDE IS VERY IMPORTANT!**

## **Events Score Cards**

Each patrol will be issued a score card to carry during the day. One of the first duties of the patrol leader is to fill in the identifying information on the card. This information includes unit number and patrol name. Winners for each event will be announced at the Saturday night campfire. Each patrol should participate in every event to maximize their chance of winning a ribbon. First, second and third place patrols will be announced at the closing ceremonies.

## **Events Summary**

All events are by patrol. All events will have a timed component and a knowledge component. Each challenge will be judged for participation and teamwork, team spirit, and time to complete. The use of the Boy Scout Handbook is permitted during any event, but may add to the times of participants if they have to use this resource. The decisions of the judges are final.

## **Scoring**

The patrol that does best at each activity will be awarded a ribbon. In the event of a tie score the time element will be used to determine the winner. First, second and third place patrols will be awarded for the total scores of the challenges, and Patrol spirit.

## **Events**

The events are chosen to mix commonly used skills with a few old or unusual ones that you may not have used in a while. There will be patrol-based competitions for Boy Scouts and your Scouts must BE PREPARED through study and practice. Scoutmasters are encouraged to provide their youth leadership with a copy of the Camporee Schedule.

# Campore Stations

**(1) Fire Building: (50 points)** Scouts will have to build a fire to burn a string that is at a given height. The scouts will be graded on how fast they are able to build a fire that can burn through the string and on the materials/method that is used to build the fire. **Scouts must bring a flint & steel** and are encouraged to bring any material in its natural state to use as a fire starter. (Fatwood may **NOT** be used)

## Scoring

- 5 points for collecting the kindling and fuel within 10 minutes
- 20 points for starting a fire using flint and steel
- 5 points for starting a fire using matches
- 15 points for burning through the string in under 5 minutes
- 12 points for burning through the string in 6 to 10 minutes
- 10 points for burning through the string in 11 to 15 minutes
- 8 points for burning through the string in 16 to 20 minutes
- 5 points for Scout Spirit
- 5 points for answering a challenge question

**(2) Goal Post Lashing Challenge: (30 points)** Scouts will be lash a goal post & kick a field goal

## This Station Will Provide Each Patrol The Following:

- 50 foot rope with a 3 inch diameter loop 22 feet from each end
- One 3-2-1 anchor in place, ready to use
- football

## Instructions:

1. Secure one end of the large rope to the anchor provided at the station using a taught line hitch.
2. Slip rope loop over pole and stake out pole using 2 lines with two half hitches on top, taught line hitch on bottom.
3. Lay out rope and erect 2nd pole same as first but build your own 3-2-1 anchor to secure the end of the rope.
4. Use a taught line hitch to secure rope to your 3-2-1 anchor.
5. Kick a field goal through your goal post.

## Scoring

- Up to 16 pts for Pioneering Skills
- 3 points if your Patrol kicks a field goal. Each Patrol gets 3 tries. Max. = 9 points.
- Up to 5 pts for Scout Spirit

**(3) Wilderness Survival- (30 points)** Scouts will be given a designated amount of time to look for materials to build a shelter and then given additional time to create the shelter. Once the shelter is graded on its' usefulness, the scouts will be required to take down the shelter and attempt to make the site look as though it was unoccupied.

## **(4) Leadership Reaction Course- (30 points)**

At this site scouts will be given a specific problem to solve using given materials. The scouts will be graded by time with time added to their score for errors

**(5) Emergency Response Course (30 points)** Scouts will have to apply what they know to an "emergency" situation. Emergency situations may include "hurry" cases of stopped breathing, serious bleeding, ingested poisoning. They will be graded on proficiency and time.

**(6) Nature Station- (30 points)** Patrols will identify a quantity of trees and plants in a given area.

▲ Patrol will need to Identify of at least ten kinds of native plants found at the station location. **(20 points)**

▲ The patrol will be asked one of these questions **(5 points)**

- Identify two ways to obtain weather forecasts for an upcoming activity. Explain why the forecasts are important for planning
- Describe at least three natural indicators of impending hazardous weather, what potential events may result from such conditions and the appropriate actions to take.
- Describe extreme weather conditions you might encounter in the outdoors. Discuss how you would determine in advance the potential risk of weather dangers, alternative planning, how you would prepare for and respond to those weather conditions.

▲ Patrol Spirit **(5 points)**

**(7) Knot Tying Challenge- (40 points)** Scouts will be taught how to tie various knots. Patrols will be given a horizontal post at the end of a 30' relay course and six lengths of rope. The patrol will be organized into a six scout relay team. Smaller patrols may have scouts relay again but not until all other members of the patrol have gone at least once through. Each member of the relay team will be assigned one of six knots: the reef, bowline, sheet bend, clove hitch, two half hitches, and sheep shank. When instructed the relay will begin with each member of the relay team going to the horizontal post, tying their assigned knot correctly, and then returning to the starting line to tag the next scout in the relay. This is a timed event with time ending when the last scout in the relay team crosses the starting line and all knots are tied correctly. (all materials are available at site)

**Scoring**

- 5 points per knot
- Up to 5 pts for Scout Spirit
- 5 Bonus Points for fastest time with a perfect score.

**(8) First Aid Station- (30 points)** Patrols will be tested on basic first aid knowledge and techniques

▲ Be prepared to Show first aid for the from tenderfoot, 2nd class and first class requirements, such as:

- o Simple cuts and scrapes
- o Blisters on the hand and foot
- o Minor burns or scalds
- o Insect bites and stings
- o Venomous snakebite
- o Nosebleed
- o Frostbite and sunburn
- o Choking

▲ Be Prepared to demonstrate bandages for a sprained ankle, for injuries on the head, the upper arm, or the collarbone.

**Scoring**

- 1 point per correct basic first aid answer (up to 5 points)
- 20 points for the bandage section (10 points per bandage solution)
- 5 point for Scout Spirit

**Dutch Oven Iron Chef Dessert Competition**

Bring your Dutch oven and everything needed to make your unit's favorite dessert recipe.

You will need charcoal, starter fluid, and all of \ ingredients.

Notify the Camporee Chairman early on Saturday that the Unit is entering the competition.

Cook it in your campsites and make sure it is brought to the Camporee Headquarters to be judged between 7:00 PM on Saturday night.

Prizes will be awarded in the Youth Division for 1st place for the best dessert.

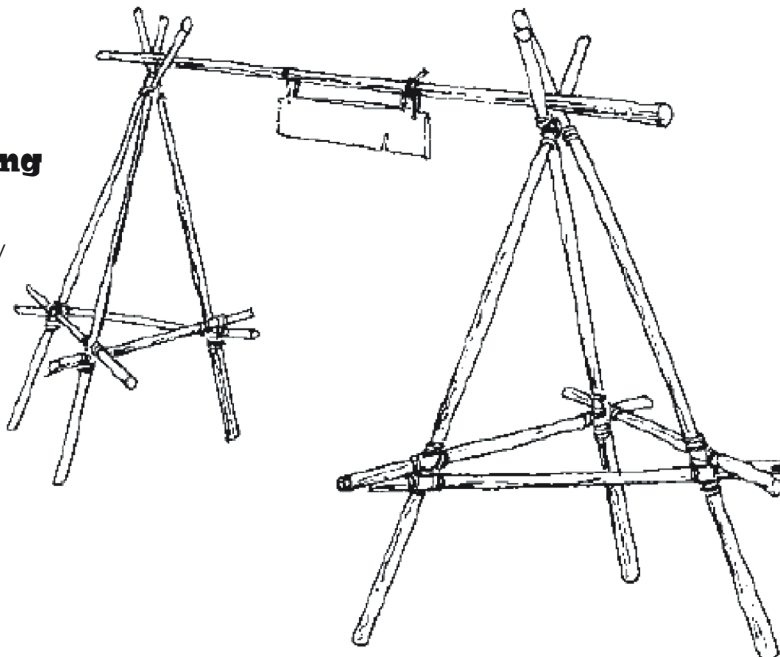
This competition is open to all units.

## Gateway Entrance Competition For those who Love to Lash!!

The Arc de Triomphe du Carrousel in Paris, The Arch of Constantine in Rome, The Wellington Arch in London.... This weekend your very own Troop Gateway could become one of the World's Newest Architectural Masterpieces. This is your chance to show the district, the council and the world your lashing talents as you turn a pile of stave and some rope into an marvel of engineering. Build a gate and win fabulous prizes and bragging rights!

### Gateway Entrance Scoring

Gateways will be judged as follows:  
150 points for well executed gateway  
50 points for a moving doorway  
20 points for a bell



### Gear that each patrol will needed for competitions:

- ▲ Scout Handbook
- ▲ A Compass and a good sense of direction.
- ▲ Flint and Steel and/or Matches
- ▲ Fire Starters (Birds Nest, Char Cloth, Dryer Lint, etc)
- ▲ Tinder, Kindling
- ▲ Pocket Knife (for Tot'n Chit Card holders)
- ▲ First Aid Supplies

As noted in the Boy Scout Handbook, on Scout outings, the patrol or troop first aid kit can be carried in a marked fanny pack so it will be easy to locate. **At a minimum, the kit should include the following:**

- Hand sanitizer gel
- Roller bandage, 2-inch (1)
- Roller bandage, 1-inch (2)
- Adhesive tape, 1-inch (1 roll)
- Alcohol swabs (24)
- Assorted adhesive bandages (1 box)
- Elastic bandages, 3-inch-wide (2)
- Sterile gauze pads, 3-by-3-inch (12)
- Moleskin, 3-by-6-inch (4)
- Gel pads for blisters and burns (2 packets)
- Triple antibiotic ointment (1 tube)
- Triangular bandages (4)
- Soap (1 small bar) or alcohol-based
- Tweezers (1 pair)
- Safety pins (12)
- Non-latex disposable gloves (6 pairs)
- Protective goggles/safety glasses
- CPR breathing barrier (1)
- Pencil and paper
- Scissors (1 pair)
- Splints

- ▲ Materials to build a Campsite Entrance
- ▲ At least one Dutch Oven (for the dutch oven desert composition)
- ▲ Lots of Scout Spirit!