# 2019 Tussahaw Spring Camporee Leader's Guide

## Wilderness Survival March 22<sup>nd</sup> – 24<sup>th</sup>, 2019



Flint River Adventure Area Molena, GA

Elkíns Campsíte

Hosted by the Tussahaw Camporee Committee

For additional information contact:

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Welcome to Spring Camporee 2019! This year's theme is Wilderness Survival. Each of your Scouts has the potential to earn the Wilderness Survival Merit Badge.

#### Location

The Spring Camporee will be held at the Flint River Adventure Area, Elkins Primitive Campsite, see map included with this Leader's Guide.

Upon arrival, Troops will make camp and cook their Friday night meals if they have not eaten prior to arrival. Throughout the Camporee, Troops are expected to use the Patrol Method. Patrols should sleep, cook, and eat as Patrols. Points will be added for Patrol Flags and Yells to the overall competition score (more on that to follow.)

#### RULES OF CAMP-O-REE

These rules are the general framework around which this camporee will be operated. A spirit of Scouting courtesy and brotherhood must prevail during the entire camporee if it is to be a success. At the camporee, as always, everyone's conduct is expected to be in accordance with the Scout Oath, the Scout Law, and the Outdoor Code. Troops or individuals that do not conform to this spirit may be asked to leave. Bottom line: Respect others around you.

1. A registration fee will be charged to cover the cost of the Camporee supplies, patches, and prizes. Registration fee will be \$20.00 for each Scout, \$10.00 for Webelos, & \$10.00 for each adult. Please pay either prior to the camporee or be prepared to pay at check-in.

2. Troops should arrive and depart in Field Uniform. The Scout Field Uniform is to be worn at Saturday evening camp fire program and Sunday morning flag and vespers service. Activity Wear (Class B) is appropriate for the remainder of the Camporee.

3. Campsites will be assigned at check in. Please have a sign to post with your Troop Number on it. Troop campsites have no water, no tables, or other improvements, so troops should bring their own water supply and plan accordingly. Porta Potties will be available for use.

4. The entrance gate will be open at 4 PM. Please do not arrive earlier than 4 PM. Scouts will be at the entrance to greet you and take the list of Scouts that have come.

5. There will be a Cracker Barrel for Scoutmasters & SPL/ASPL meeting Friday night at 9pm, PLEASE have your Patrol Skit Scripts ready for approval. All Patrols and Troops are expected to participate in the campfire and points will be awarded for participation. SPLs should provide a headcount of adults and youth at the Cracker Barrel; # adults, # Troop Scouts, # Webelos Scouts. Please let us know at Cracker Barrel if you expect late arrivals.

6. There will be a designated parking area. Vehicles are not allowed to remain in the campsites. Troop gear may be dropped off. Troop trailers, however, may still be parked in each site. The vehicle pulling the Troop trailer may remain attached to the trailer in the campsite. If there is a requirement for handicap parking, please talk with either Larry Downer or Will McPherson.

8. Safety and fire protection are the responsibility of everyone at the camporee. Be very careful with fires, have fire buckets and firefighting tools available, bring them with YOU. ALL FIRES MUST BE ABOVE GROUND! Digging fire pits is not permitted.

9. Each unit should have in public view both first aid kit and fire extinguisher in your site. Recommend a type "ABC" extinguisher. Troop medical form binders should be kept within reach of the Troop first aid kit for quick reference in emergencies.

10. DO NOT CUT or otherwise injure live trees while at the camporee. Bring your own fire wood or find DEAD branches in the woods.

11. Weather, at this time of year, is very unpredictable. BE PREPARED. Bring tents, rain gear, dining flies, and ground cloths. The camporee will not be called off because of rain; however, it will be if tornados and/or Severe Thunderstorms and Lightning are present.

12. Scouts will be working hard Saturday, Scouts must be in their tents by 11 pm on Friday night. NO campfire program on Friday Night. Please encourage the boys to go to sleep as early as possible. The campfire program will start at 7:30PM, Saturday night.

13. Visitors (other than registered participants) are welcome at the camporee. Visitors should sign in at the camporee headquarters. Visitors to a troop campsite must have the permission of an adult unit leader and cannot stay overnight. If visitors would like to stay overnight, they must pay the fee of \$10 for adults, \$10 for Webelos; patches will be provided after all other participants receive their patches.

14. Webelos may attend the fall camporee and may camp overnight as the guest of a troop, or as a Webelos Den. Webelos leaders, please explain the many leadership positions in a Scout troop and assign positions to your boys if you are coming as a Den. Webelos dens that register as a unit and do not have a sponsoring Troop will be assigned a campsite. Webelos Dens and Webelos Scouts must have their own adult leadership! Adults cannot serve as a Scout BSA Leader and Webelos Leader while at Camporee. All Webelos Den must adhere to the 2 Deep Leadership Rule (2- 21 year old registered leaders with current Youth Protection Training)!

15. The Saturday night campfire is intended to be fun and entertaining. We encourage each Patrol of each troop/den to practice a skit prior to the campout. All skits must conform to Scouting standards and must be in good taste. Please plan to give your skit script on a piece of paper to the Scouts at the front gate upon arrival. Your SPL/ASPL will inform each patrol after the Friday night Cracker Barrel of changes to the Script if they are needed. Each Patrol should plan to have a skit for Saturday night.

16. Vespers Sunday Morning; Each troop's Chaplain Aide is requested to be at the Friday night SPL meeting for assignment of a portion of Sunday's Vesper Service.

17. There will be a first aid station at the camporee headquarters. We will have first responders on standby in case of any incidents. The closest hospital is Upson Regional Medical Center located at 801 W. Gordon St. Thomaston, GA 30286

18. Lost Scouts! Notify the camp headquarters immediately. Upon notification of a lost Scout, an alert will be sent to the entire camp. Scoutmasters will immediately account for their Scouts and adults. Stand by for further instructions.

19. Lost and Found will be at the camp headquarters.

20. No alcohol is permitted

21. Smoking is not allowed on campsite grounds!

22. Each unit will be asked to have one or more of their leadership assist at the Camporee.

23. As a reminder, please have a completed BSA Medical Form (Parts A and B) for each participant.

#### Schedule:

#### Friday night

- 4:00-7:00 Check-in
- 9:00 PM Scoutmaster & SPL meeting/Cracker barrel (Chaplain Aide Meeting to follow)
- 11:00 PM Lights out. (Quiet Hours)

#### <u>Saturday</u>

- 6:00 AM Reveille, Patrol Breakfast cooking and clean up.
- 8:30 AM Flagpole, Handout schedule and rotation.
- 8:45 AM Camporee Program\*
- 9:00 9:30AM Summer Camp Promo (Adult Leadership) Andrea Strawn
- 12:10 PM Lunch (Firem'n Chit class for new Scouts and Webelos)
- 1:30 4:30 PM Camporee Program\* / Troop campsite inspection
- 4:30 5:30 PM Totin Chip class for new Scouts and Webelos
- 5:30 PM Dinner at campsite
- 6:30 PM Dutch oven Competition Entries to the Staff
- 7:30 PM Troops and Patrols to Campfire
- 9:00 PM Evening Scout Game (game TBD)
- 11:00 PM Lights out. (Quiet Hours)

#### <u>Sunday</u>

- 7:00- Breakfast (something quick and easy), begin packing up.
- 8:00- Flags/ awards/ vespers.
- 8:30- Campsite cleanup, notify staff to come and inspect campsite before you leave
- 10:00- all troops must be out of camp

**Wilderness Survival Program:** The intent of the camporee is for all Scout participants to earn the Wilderness Survival Merit Badge. The final decision on whether a Scout has earned the merit badge is at the discretion of the Troop Leadership. The requirements for the merit badge are found at the end of this leader's guide.

Troop Leaders, to help the Scouts prepare for the camporee, we recommend you go over the following requirements for the Wilderness Survival Merit Badge:

- Requirement #6: Scouts should know at least three different methods (other than matches) to start a fire.

- Requirement #7b-c: Scouts should be able to use signal mirror and know five ground-to-air signals.

- Requirement #10: Scouts should be able to demonstrate three ways to treat water found in the outdoors to prepare it for drinking.

As part of the Saturday schedule, the Troops will teach and lead their Scouts in building their individual improvised shelters. Scouts will sleep in their improvised shelters on Saturday night. (Please note that Webelos are prohibited from sleeping in their improvised shelters)

Saturday evening there will be a Scoutmaster Dutch oven cookoff. Dishes will be at the discretion of the Scoutmasters and will be judged by a selected panel of judges. Quality and taste of meal will be the criteria. Main course and desserts are welcome. Please bring plastic spoons for tasting. Award will be bragging rights for the winning Troop.

Campsite Inspection: Campsite inspections will take place after Lunch. For more on the campsite inspections see the scoring guide. (We will be selecting volunteers to inspect campsites for this competition. If you would like to be a campsite inspector, please notify the staff upon arrival.)

Scoutmaster Competition will include the following events:

- Archery Shoot (closest to bullseye wins) max of 5 attempts
- BB Gun Shoot (tightest shot group of three shots wins); max of 3 attempts
- Knot Tying (3 knots: Bowline, Figure Eight, and Sheepshank; fastest wins)

Overall Winner of the Camporee will be determined by Campsite Scoring, Event Scoring, and Participation Scoring. Winning Troop will be announced at the end of Camporee, after closing ceremonies at Sunday's Flag ceremony. Winner of the Camporee gets bragging rights only. The winner WILL NOT host the next camporee.

### **CAMPSITE INSPECTION**

Judge	Troop	
Gate of 10		
Flagsof 20US Flagof 10	Troop Flag	of 20
Tents   Tents properly erected of 10   Sleeping bag neatly arranged of 10	Tents by patrol	of 10
CampsiteFirst Aid Kit of 20Gadgets of 10Fire tools of 10	Safe fire area Clean and in order	of 10 of 10
Clean cooking areaof 25Separate patrol eating areasof 10Clean patrol eating areaof 15		of 10
TOTAL SCORE OF 280	)	
Deductions   Vehicles left in camp (-20)   (does not include camp trailer & vehicle a   Fire left unattended (-20)   Safety violations (-10) ex	ttached to the trailer) xample: No axe yard, youth pl	aying with knives, etc.

Campsite SCORE \_\_\_\_\_

#### TROOP \_\_\_\_\_ ROSTER

#### (TO BE TURNED IN UPON CHECK-IN / CRACKER BARREL)

#### LEADERS

NAME	POSITION	E-MAIL	PHONE
	Scout Master		
	SPL		
	ASPL		

#### PATROL NAME

NAME	RANK	E-MAIL	PARENT'S PHONE

### TROOP \_\_\_\_\_

#### PATROL NAME

NAME	RANK	E-MAIL	PARENT'S PHONE

#### PATROL NAME

NAME	RANK	E-MAIL	PARENT'S PHONE

#### Wilderness Survival Merit Badge Requirements

1. Do the following:

a. Explain to your counselor the hazards you are most likely to encounter while participating in wilderness survival activities, and what you should do to anticipate, help prevent, mitigate, or lessen these hazards.

b. Show that you know first aid for and how to prevent injuries or illnesses that could occur in backcountry settings, including hypothermia, heat reactions, frostbite, dehydration, blisters, insect stings, tick bites, and snakebites.

2. From memory, list the seven priorities for survival in a backcountry or wilderness location. Explain the importance of each one with your counselor.

3. Discuss ways to avoid panic and maintain a high level of morale when lost and explain why this is important.

4. Describe the steps you would take to survive in the following conditions:

a. Cold and snowy

b. Wet

- c. Hot and dry
- d. Windy
- e. At or on the water
- 5. Put together a personal survival kit and explain how each item in it could be useful.
- 6. Using three different methods (other than matches), build and light three fires.
- 7. Do the following:

a. Show five different ways to attract attention when lost.

b. Demonstrate how to use a signal mirror.

c. Describe from memory five ground-to-air signals and tell what they mean.

8. Improvise a natural shelter. For the purpose of this demonstration, use techniques that have little negative impact on the environment. Spend a night in your shelter.

9. Explain how to protect yourself from insects, reptiles, bears, and other animals of the local region.

10. Demonstrate three ways to treat water found in the outdoors to prepare it for drinking.

11. Show that you know the proper clothing to wear while in the outdoors during extremely hot and cold weather and during wet conditions.

*12, Explain why it usually is not wise to eat edible wild plants or wildlife in a wilderness survival situation.* 

