

Ronotohachi Fall Camporee



September 24th- 26th, 2021
Camp Thunder Canoe Base
Campsite ELKINS
Molena, GA

LEADERS GUIDE

Overview:

Theme: Pioneer

Location: Camp Thunder Canoe Base Molena, GA

Dates: September 24-26, 2021

Questions?

Contact: Darryll Kipp, District Camporee Chair: 706-975-1017, or

Rebekah Florence, DE at rebekah.florence@scouting.org or (770) 468-4479

Registration:

Register by use of DoubleKnot on the Flint River Council webpage:

<http://www.flintrivercouncil.org/event/2771241>

Online registration must be complete 1 week prior to the camporee.

The cost will be \$20 per attendee, (both adult and scout). We prefer that you pay online for a quicker check-in process, however last minute fees can also be collected when Troops arrive at the Camporee.

The cost will be \$25 a person for all those not registered by the week prior to the event.

General Information:

Upon arrival at the camporee site, units will check in, register and pay any remaining fees at the camporee headquarters. Camping will be at:

Camp Thunder Canoe Base:

506 Thundering Springs Rd
Molena, GA 30258

Health and Safety:

Water will be available, and electricity in limited availability

We will be primitive camping, as per our tradition, so please prepare accordingly.

It will be each unit's responsibility to carry out all garbage.

Storage of all flammables (propane & liquid) will be in a safe, designated area per BSA guidelines. Flammables are to be used only under registered adult supervision.

Throwing rocks and sticks is forbidden due to injuries that can occur.

No alcoholic beverages or illegal drugs. No tobacco use or smoking within 50 yards downwind of any scout or scouting activity. This includes e-cigarettes, personal vaporizers or electronic nicotine delivery systems that simulate tobacco smoking. (*Troop Leaders Guidebook V1 No 3009 and 'The Boy Scout Handbook' No. 34554*)

Closed toe shoes must be worn at all times.

Anyone leaving / returning must sign out / in at the camporee headquarters.

A unit must have two-deep adult leadership at all times. At least one adult 21 or older and one 18 or older is required.

Meals:

No open fires. Fires only in portable fire pits are required. Coleman stoves and Dutch ovens are recommended as well.

Uniforms:

Class A: We will wear **Class A (or field Uniform)** at Campfire and Vespers.

Class B: We will wear the **Class B T-Shirt** at all other activities.

Maintaining Order:

1. The Scout Oath and Law are the rules of the Camporee. Scouts unable to abide by these guidelines will be asked to leave the area.
2. Certain areas will be marked "Off Limits" for safety and/or program use. NO ONE is allowed in these areas. You will be asked to leave the Camporee if unable to comply with these requests.
3. Fellowship is important and encouraged between units; however, Scouts should not be in campsites other than their own without invitation.

Check Out Procedure:

When units are ready to depart on Sunday, a unit representative will report to the headquarters so a camp area inspection can be performed. The site must be clean before a unit is cleared for departure. "A scout leaves an area cleaner than he found it." One vehicle per unit will be allowed in the camping area to load equipment at a time.

Emergencies – health, weather, other:

Should any emergencies occur, please send a unit representative to the camporee headquarters for instructions.

Logistics

1. Command Center is located at the White House (Canoe Base)
2. First Aid Station is located at the White House (Canoe Base)
3. Restrooms are provided but will be a distance away from the camp sites. Bring toilet paper.

PROGRAM

Friday

6:00 PM until 8:30 PM – Check-in
Arrival until 9:00 – Set-up camp
9:00 until 9:45 – Cracker Barrel (SPL and SM)
11:00 Lights Out (all nights)

Saturday

6:00-8:00 Breakfast in campsites
8:30 Flag ceremony and morning announcements- at camp.

Event Times

0900 – 1200 Troop Pioneering Project
1200 – 1300 Lunch
1300 – 1530 Afternoon Activities
1900 - Dutch Oven Turn-In
2100- 2145 Campfire Ceremony/Awards/Skits
21:45 AAR (*After Action Review*). All SPLs and SMs must be present
11:00 Lights out

Sunday

9:00 - Vespers
9:15 - Campsite inspections and check out

THE PLAN

1. Each Troop will have a part in both the Campfire on Saturday night and Vespers on Sunday morning. Please have your Troop and Patrols plan something for these events. (1 presentation per unit)
2. Scoutmasters and Leaders will be asked to man a station. Please let Darryll Kipp know what you would like to do. (*contact info on page 2*)
3. Pioneering plan- (*see page 7*)

Pioneering

Thanks to the Boy Scouts of Troop 38 that planned and designed this camporee!

Troop Vision: To provide Scouts an opportunity to create and design a pioneering project to show a scout's ingenuity and scouting skills.

District: *"Our vision of the 2021 Fall Camporee is a focus on a troop building exercise in which troops design and complete a pioneering project while later on competing in other rope specific competitions."* Darryll Kipp, Fall 2021 Camporee Chair

Executive Note: This Camporee will take the Pioneering Merit Badge to a WHOLE NEW LEVEL. *(This is the next level PAST the Merit Badge. Please note that a few but not all the requirements for the Pioneering Merit Badge will be earned this weekend)*

EVENTS

See page 7 for the complete and detailed requirements and instructions.

- Campsite Competition will be conducted at 9:30 am on Saturday. Judges for the competition are the Senior Patrol Leaders for each of the troops. A point system will be used to assist in deciding best campsite. SPL's will not vote on their troop's campsite.
- Rope burning competition (see attached for rules)
- Knot Tying competition
- Lashing competition
- Flag Pole Raising competition
- Dutch Oven Competition will be conducted at 7 pm. The dish must be a sweet dish. Judges for the competition are the Scoutmasters, Camporee Chair, and District Executive

Pioneering Event Guide

1. Morning

- 1.1. Time to build 'Troop Project.'
- 1.2. Judge projects

2. Afternoon

- 2.1. Fire string burning
- 2.2. Knot tying
- 2.3. Lashing
- 2.4. Flagpole raising

THIS ENTIRE SECTION THAT FOLLOWS WAS CREATED, DESIGNED AND WRITTEN BY JOHN BRILEY and TROOP 38 of BARNESVILLE GA, APRIL 19th, 2021

TROOP PROJECT

1. This is a skilled event judged on originality and accuracy of work.
2. **Purpose:**
 - 2.1. The 2021 Fall Camporee is based on pioneering.
 - 2.2. Troops are invited to show off their pioneering skills.
3. **Procedure:**
 - 3.1. Build a pioneering project to show off your skills.
 - 3.2. There are no restrictions on what you can do other than time.
 - 3.3. Start anytime Saturday but not the day before.
 - 3.4. Your project must be finished by 12:00 Noon on Saturday.
 - 3.5. It must be assembled on site.
 - 3.6. Two pieces may be considered together as one but not as separate items.

Example: If you build a monkey bridge and gate, you can enter one of those items as your candidate or both together as one.

3.7. There are suggestions in the Pioneering Merit Badge handbook, but you are not limited to these.

4. Materials:

4.1. Each Troop supplies all materials.

5. Judging:

5.1. Looks and complexity as perceived by the judges.

5.2. This will be a separate award from the afternoon events.

STRING BURNING

1. Purpose:

Build a fire and burn a string through the fastest, with the emphasis on the highest flame. This is a timed event to see who can burn a string in two the fastest, leveling out as much as possible and that all troops build with the same exact materials. It tests your ability to follow instructions.

2. Materials:

2.1. Two metal stakes supplied already in the ground.

2.2. Cotton string supplied, attached to stakes 24" above ground.

2.3. Cotton string supplied tied 12" above ground. **Fire building materials cannot be higher than this. Higher than this and you are disqualified.**

2.4. One-piece 12x12x11" pine board supplied for each team. Each of these boards will be cut so that there are no knots in the boards.

2.5. Three boxes strike anywhere kitchen matches supplied.

2.6. Match striker. One 3"x5" board with 220 sandpaper glued on supplied.

2.7. Materials supplied by scouts.

2.7.1. One hand axe with no more than a 14" handle.

2.7.2. Up to two knives with blades no more than 5" long, folding knives only.

2.7.3. You may use no other tools.

3. General procedure

3.1. Four scouts will assemble at start line 10' away from stakes.

3.2. One scout will come up and choose a 12X12xl" board from the stack supplied and place it next to the string stakes and return to the start line. He then controls the quality of the board pick.

3.3. You can use no other materials to build your fire.

3.4. There will be three boxes of 'standard strike' anywhere kitchen matches are supplied.

3.4.1. You must have one scout choose your matches and match striker when you are about ready to light your fire.

3.4.2. He will choose 2 matches only, one each, from a different box or the same box -your choice. He is choosing from any one of the three available boxes so he controls the quality of the match pick.

3.4.3. If you need a third match, 20 seconds will be added to your time.

3.5. On the word go, the four scouts will run up to the stakes and commence to build the fire.

3.6. Time ends when the 24" high string burns into two parts.

4. Judging:

4.1. This is a timed event so shortest time wins.

4.2. Need a third match, add 20 seconds to your time.

4.3. Need a fourth match -you are disqualified.

5. Tips:

5.1. Get yourself some of this wood, cut out a piece 12" long and practice with a hatchet cutting it into long strips. You can go to Home Depot or Lowes and buy a piece of this wood for practice it is called pine shelving and comes in 1X12" boards of various lengths.

5.2. Practice making shavings from these pieces.

5.3. Practice making fire sticks from these pieces.

5.4. Practice stacking this wood in different manners to first start the fire and get the highest flame.

5.5. Practice using your bodies to block wind.

5.6. Assign jobs to each scout- such as- one who will do all the hatchet work, one to make fire sticks, one to make shavings, etc.

5.7. Don't forget to train one of your scouts to stop and get your matches & striker when you are ready to start your fire. Getting the matches too soon can result in the matches accidentally getting sweat or something else on them causing them to fail to strike.

KNOT TYING

1. Purpose:

Have six scouts from your unit, able to tie all knots, since they will not know which one they will tie. This is a timed event based on accuracy and time. It is intended to challenge you to react to the unexpected and ensure each scout is trained to the same level on knots. It tests your ability to follow instructions.

2. General Procedure

2.1. There will be eight knots to tie.

2.2. Six different scouts must participate. Two scouts tie two knots in the same piece of rope.

2.3. From a starting point, the first scout will run up with a rope in their hand, draw a card and tie that knot then run back and tag the second scout. Hand your card back to the judge so they can verify you are tying the correct knot. Failure to do that results in an incorrect knot.

2.4. Second scout will run up rope in hand, choose a card and tie that knot and so on.

2.5. Time ends when last scout crosses back over the start line.

3. Materials:

3.1. Pole on stand supplied.

3.2. Troop supplies own ropes.

3.3. Since you will not know which knot you are are tying, be sure all ropes are long enough for the clove hitch bowline combination.

4. Knots procedure:

4.1. Square knot - take a rope, drape the rope over the pole, take the two ends and tie them together forming a loop around the pole.

4.2. Sheet bend - same procedure as square knot.

4.3. Two half hitches - tie around pole

4.4. Taught line hitch - tie around pole

4.5. Bowline -Clove hitch combination - fasten your rope to the pole with a clove hitch, tie a bowline around your waist one handed with the same rope, lean back and show both hold. Card will only say bowline.

4.6. Sheep Shank- Clove hitch combination -fasten your rope to the pole using a clove hitch then tie your sheep shank on the end of the same rope. Card will only say sheep shank.

5. Judging:

5.1. Timed event- shortest time wins.

5.2. Add two minutes for each incorrect knot. Forget the clove hitch ahead of the sheep shank or bowline and the knot is incorrect. Failure to use only one hand on the bowline and it is an incorrect knot.

5.3. You can win on time and still lose on correctness.

6. Tips

6.1. Remember there is no order so each scout must know all knots.

6.2. When tying the clove hitch and bow line, assume you are the victim at the bottom of a cliff. Someone has secured a rope and thrown it down to you. You have to hold onto the rope with one hand helping keep yourself from falling. Therefore you have to tie the bowline one handed only.

6.3. Remember the bowline and sheep shank card will not remind you to tie the clove hitch around the pole first.

6.4. Be sure your rope is limp (flexible) enough that your sheep shank does not come undone when you turn it loose.

LASHINGS

1. Purpose:

Ensure each of the scouts know how to tie all lashings and see a different way to use a modified sheer lashing on cross pieces. This is a timed event to see who can tie the required lashing in the right place the fastest. It tests your ability to follow instructions. In the field it has been shown that the most critical part of a lashing is the frapping. Its importance is in tightening the lashing. If the lashing works loose, simply untying and redoing the frapping often is enough to tighten things back up. Even with a rope long enough, scouts tend to run out of rope before frapping, not completing this critical step. Less than three fraps in any lashing here is considered not tied correctly.

2. Materials

2.1. Poles supplied.

2.2. Poles will be preassembled with fasteners, so scouts do not have to worry about holding poles in place.

2.3. Troop supplies own ropes. Recommend $\frac{1}{2}$: rope 14' long or longer. You need six ropes all the same length.

3. General procedure:

3.1. There will be five lashings to tie, but only three types.

3.1.1. Cross lashing also called diagonal lashing, (one)

3.1.2. Square lashing (two)

3.1.3. Modified sheer lashing. See drawings. (two)

3.2. Six different scouts will participate.

3.3. From a starting line, the first scout will run up hold up the assembled poles for the other scouts.

3.4. The second scout will run up and draw a card telling him which lashing to tie. He chooses where to tie it and it must be the correct lashing for the position. Hand the card back to the judge so he will know which lashing you are tying. Failure to do so results in a wrong lashing.

3.5. Run back to the line and tag the third scout who will run up and draw a name for a lashing to tie and so on.

3.6. When all lashings are tied, first scout drops assembled poles and runs back to start line where time ends.

4. Judging:

4.1. Shortest time wins.

4.2. Each incorrect lashing adds 2 minutes to time. Each correct lashing in the wrong place adds 2 minutes to your time. A lashing with less than three fraps will in practice not be strong enough and be an incorrect lashing.

5. Tips:

5.1. There are four places where a square lashing can be tied. It does not matter which of the four places you tie it.

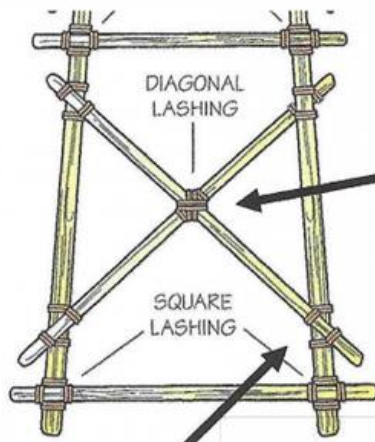
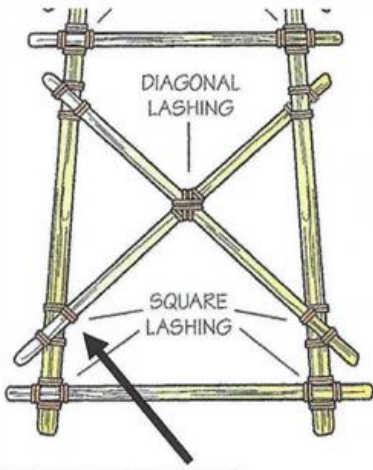
5.2. There are four places where the modified sheer lashing can be tied. It does not matter which place you tie it.

5.3. There is only one place a cross or diagonal lashing can be tied.

5.4. Since there are six scouts and only three different lashings, then two of the lashings will have to be tied more than once.

6. See the rule of three separately: (Page 22)

The rule of three is not required for this event but is highly recommended to learn.

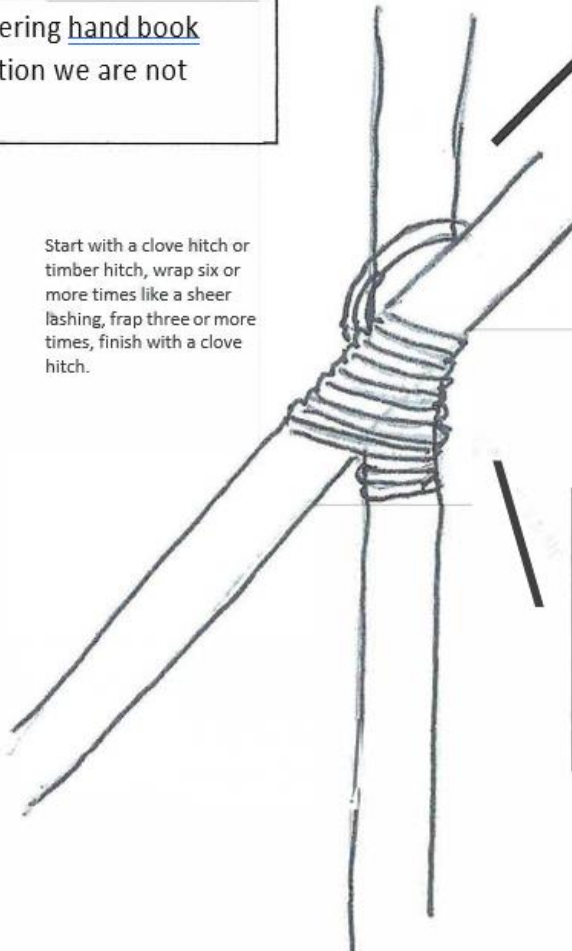


May also sometimes be called a cross lashing

Pioneering hand book definition we are not using

Start with a clove hitch or timber hitch, wrap six or more times like a sheer lashing, frap three or more times, finish with a clove hitch.

Modified sheer lashing shown at right should be used instead of square lashing at these four points for this competition.



Start with a clove hitch or timber hitch, wrap six or more turns around both poles like a sheer lashing, then frap three or more times, end with clove hitch. If you do not have three fraps, it will not be strong enough and you may be disqualified so practice this.

The frames above will be supplied preassembled with metal fasteners for scouts to tie lashings on. First scout in relay will stand this up for following scouts to tie on.

FLAGPOLE RAISING

1. Purpose:

This is a timed event to assemble and raise a flagpole with three sections together, total 21' or more, tall. Assumes anchoring ropes will be two ropes tied together using a method that both secures the pole and allows tightening the guide ropes pole. Part of the exercise is to see how well you can follow instructions.

2. Materials:

2.1. Troop supplies all materials.

2.2. Three poles 10 feet or longer about 2-3" diameter. Poles shorter than ten feet may not reach overall height requirement with overlap.

2.3. Four ropes for lashing about 14 feet long, ½" diameter.

2.4. Six ropes for raising and securing pole. Figure out how long you need them.

2.5. One rope ¼" x 24" to tie on top of pole to serve as pulley for flag raising rope.

2.6. One rope for raising flag about 45' long ¼" or 3/8" diameter. Your practice will tell you how long.

2.7. Six only anchoring stakes about 24" long.

2.8. One only three pounds or lighter hammer (no hatchets) to drive stakes.

2.9. Flag to be a minimum of 3X5'. Any type will do, even homemade.

3. Procedure:

3.1. Six scouts or less participating.

3.2. Poles will be stacked one on top of the other with all butt ends together.

3.3. Ropes can be piled in presorted groups in separate piles next to the poles any way you want, as long as all the groups are within 2' of the poles.

3.4. Stakes in a pile within 2' of the poles.

3.5. Scouts will be grouped together 10' away from poles in start position.

3.6. On the work GO, tie the three poles together with about 3-4' overlap using the round lashing on page 63 of the Pioneering Merit Badge pamphlet. If you have a shorter overlap, then the pole might not stand straight.

3.7. Use a straight round lashing with no frapping. Start your lashing with either a clove hitch or timber hitch. You can tie this around both poles or a single pole.

3.8. Attach your loop at the top and thread your flag raising rope through the loop. If you forget this step, you will find yourself in a mess when time to raise your flag.

3.9. There will be three guide ropes for raising and securing the flagpole.

3.10. Each guide rope will be assembled from two shorter ropes using a sheet bend knot.

3.11. Attach the guide rope to the pole with a clove hitch where your practice shows you the best location.

3.12. Each anchor position will consist of two stakes one behind the other.

3.13. Place your stakes.

3.14. Raise pole and attach each guide rope to the first stake using a slip knot pulley system then attach the end of the rope to the second stake with a clove hitch securing the pole. See drawings.

3.15. Attach and raise your flag.

3.16. Time ends when you secure your flag raising rope to the pole and everyone raises their hands. 3.17. When told, lay your pole assembly and have it measured for the 21' requirement.

4. Judging:

4.1. This is a timed event shortest time wins.

4.2. If your pole is less than 21' tall even by an inch, add five minutes to your time. For each additional foot shorter add another 5 minutes to your time.

4.3. No bonus for taller than 21'.

4.4. Add 2 minutes for each incorrect knot.

4.5. You can be fastest on time and loose in on accuracy.
Practice Practice.

5. Practice tips:

This is designed to be complicated and require lots of thinking and practicing.

5.1. It is a good idea to mark the 4' overlap on your poles. Mark the overlap on each end of all three poles so it will not matter which pole is in which position. Try making a ring completely around the pole with a felt tip marker at your overlap point.

5.2. If your poles are 10' tall you will have a foot to spare on meeting the 21' height requirement using a 4' overlap. $(10 \times 3) - 30$ Overlap $4' \times 2 = 8'$ $30 - 8 = 22$ gives you one foot to spare.

5.3. Tying the poles together is the hardest part. Recommend all

six scouts work together on this. One plan would be to complete tying two poles together before starting to tie the third pole. In this case one scout can hold each end of a pole; a third scout can hold the two poles together in the center while two more scouts can tie the two lashings. All three scouts holding will find that everyone placing the poles on your knee while holding them will make a steadier platform for tying.

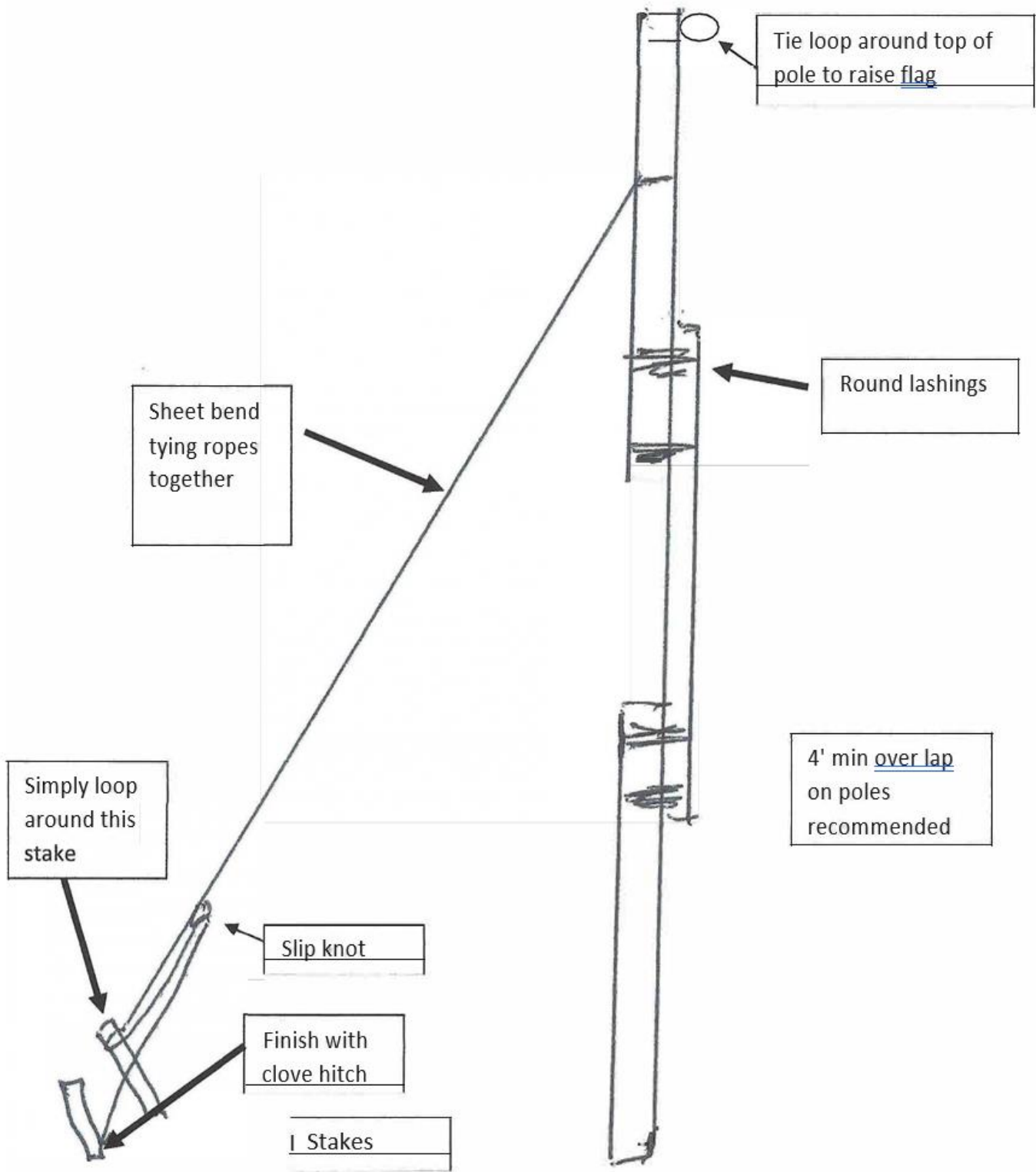
5.4. Practice then adding the third pole using similar technique.

5.5. After that specific assign jobs to each scout to be working on. Practice drills on completing the remaining assembly. I will leave that to your imagination.

5.6. Recommend 24" long ½" rebar for stakes. Steel pipe can also be used. Wooden stakes OK but you are limited to only six stakes at start. Break one on hard ground and you are in trouble.

5.7. Our test with the round lashing indicated a tendency for the starting clove hitch was made over both poles to come loose. We will practice next starting with a timber hitch to see if that helps. A 14 foot rope for this may be too short depending on the diameter of your poles.

---SEE DIAGRAM ON NEXT PAGE---



Slip knot is used like a pulley to tighten rope. There are three such guide ropes. The pioneering handbook on pages 56 & 57 show how a loop can be used like a pulley. However, you must use the loop as tied in these directions, not what is shown in the book. Learn something new.

SIMPLE NOOSE

Purpose

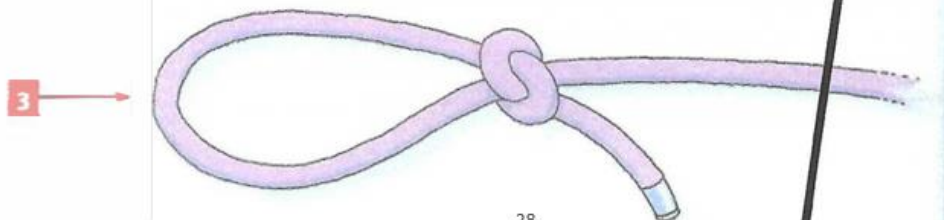
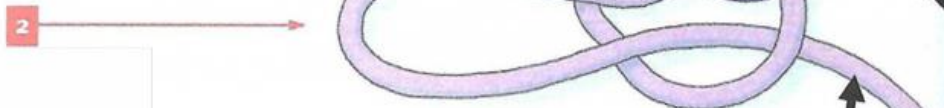
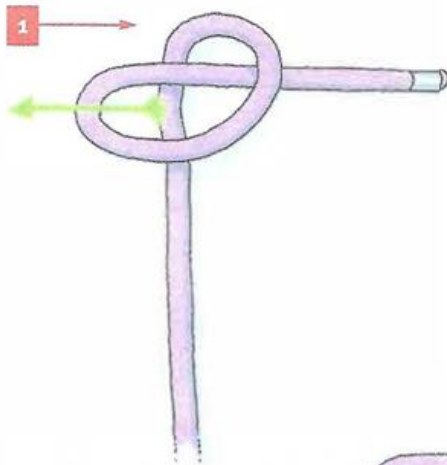
A simple sliding loop that tightens when pulled is handy when starting any sort of simple lashing, from a parcel to luggage rack load.

Tying

Utilize the standing part of the line and work away from the nearest end, to tie what would otherwise be an overhand knot with a draw-loop (figures 1-3).



**Slip
Knot**

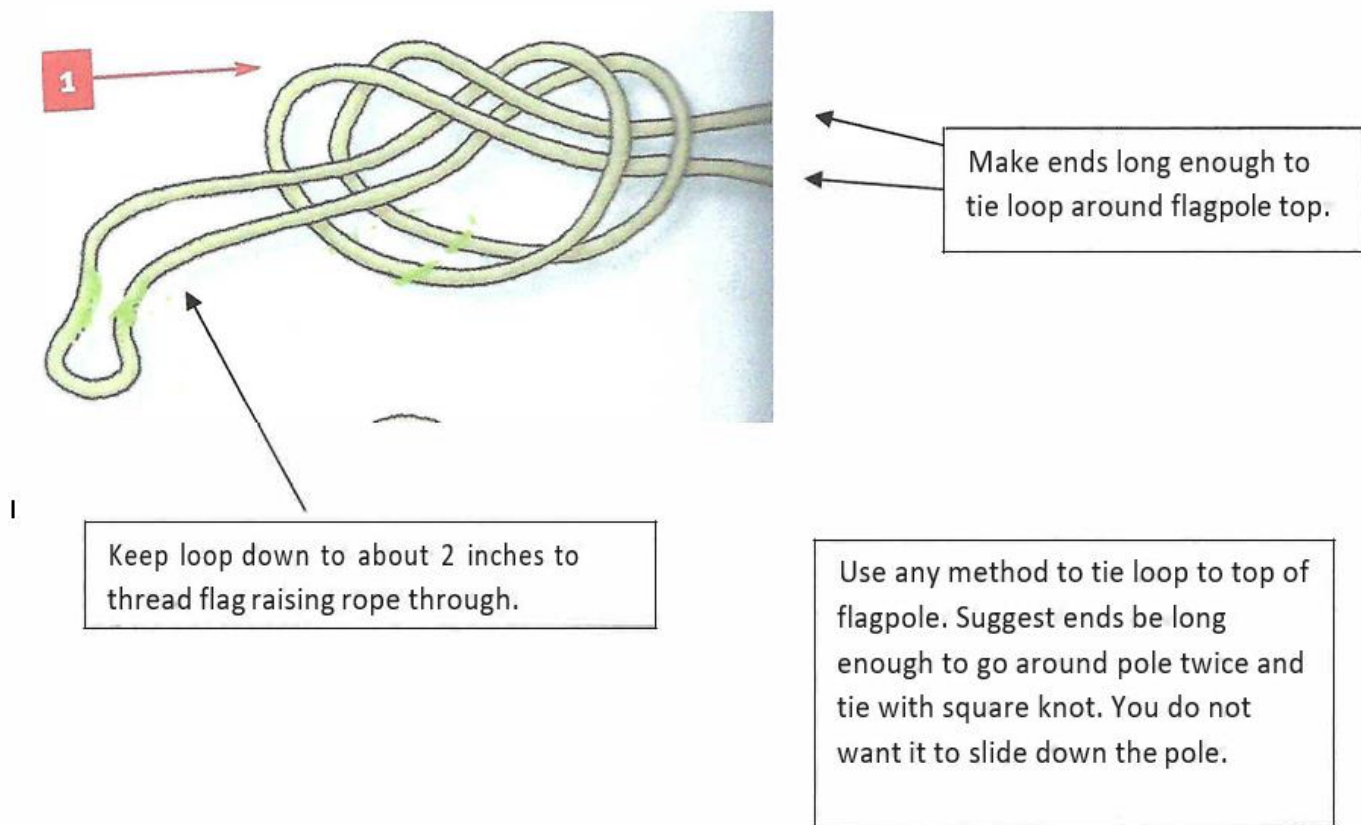


This end to flag pole

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This end to stake. This must be the end of the rope that slides. If you get this backwards, the loop will tighten on your rope and it will not work properly. This end goes around the first stake then through the eye of this loop and back to the second stake. You will find this works just like a pulley to tighten the guide rope.

Make a pulley through which your flag raising rope will pass to raise the flag.



RULE OF THREE

1. Origin of the rule of three:

1.1. This is not in any book but is derived from more than 50 years of doing lashing.

1.2 The rule of three suggest everything is done is three is a minimum. IE combinations of three.

2. Example:

Cross lashing 3x3x3

2.1. Start with a clove hitch or timber hitch.

2.2. Wrap three times around one cross.

2.3. Wrap three times around second cross.

2.4. Frap three times.

2.5. End with a clove hitch.

3. Example:

Square lashing 3x3 (6X3 preferred)

3.1. Start with a clove hitch.

3.2. Wrap three or more times depending on rope length.

3.3. Frap three times.

3.4. End with clove hitch.

4. Example:

Sheer lashing with frap. (6x3)

4.1. Stat with clove hitch

4.2. Wrap six times.

4.3. Frap three times.

4.4. End with clove hitch

5. Round lashing where no frapping is used such as on a flagpole:

(9 only)

5.1. Start with clove hitch.

5.2. Wrap nine times

5.3. End with clove hitch.

6. There are other lashings in the book where the same rule should apply.

7. Importance of frapping:

7.1. The most common error is compromising on frapping and this is often overlooked when teaching scouts.

7.2. Regardless how many wraps you do in a lashing if it is not frapped properly it will come loose.

7.3. Some will come loose anyway for a variety of reasons but it is simple to undo the frapping and retie just it to retighten a loose lashing.

7.4. Using the rule of three in teaching instills systematic principals in a scout.

7.5. The basics of the rules of three are if you wrap something wrap it three times, if you wrap in another direction in the same lashing wrap that three times. Always frap a lashing three times before ending.

7.6. Something wrapped only one way we say wrap it six times then frap three times.

7.7. A lashing with no frapping wrap such as a round lashing 9 times. A set of three.

7.8. It is always better to cut back on the wraps than cut back on the frapping.

7.9. When assembling structures with similar pole diameters this can also make all your ropes the same length.

7.10. Troop 38 all ropes are ½" and 14 feet long. We paint each end of the rope red, so we know which ropes are our lashing ropes and keep these ropes in a separate container. Using this training and rope length, it no longer matters which rope is used where.