



“CASTAWAY”

Northwest District
2019 Fall Camporee Leader’s Guide

October 4th-6th, 2019
Fred C. Andersen Scout Reservation
186 Andersen scout road, Houlton, WI 54082

Northern Star Scouting, Boy Scouts of America



Northwest District

6202 Bloomington Road
Ft. Snelling, MN 55111

It is time for Northwest District's Annual Fall Camporee! Yes, time to gather your troop's patrols together with other scouting patrols of the Northwest District and have some fun. The events in the Camporee center on scout skills, fun and teamwork. The things that scouts do!

Let me take a moment to explain the "Staff". Staff is comprised of SPLs from your troops and a few adult volunteers. The planning of Camporee is primarily performed in the SPL portion of the monthly Roundtable meetings; this allows the scouts to be more enthusiastic about an event that they have developed. This is everything from the theme, types of activities and challenges, scoring, the awards ceremony, campfire and religious service.

While the SPL portion of the roundtable meeting is not purely devoted to planning the Camporee, it is one activity that they seem to really enjoy. They get to see the results when a plan comes together as a successful event. We do have several great ideas for this one and several future Camporees to follow. Your continued support of the SPL meetings by encouraging their attendance along with your troop's participation in the Camporee is greatly appreciated.

C. Scott Anderson

Friday

- 5:00 - 8:30 pm Troop/Pack check-in and camp setup
- 8:30 pm SPL / Scoutmaster meeting in Swanson Lodge
- 11:00 pm Taps

Saturday

- 7:00 - 8:15 am *Units* - Breakfast in camp
- 7:30 - 8:40 am Staff** - To Webelos check-in station
- 8:00 - 8:30 am ***Webelos arrival and escort to partnering Troop***
- 8:15 - 8:30 am **All** - Flag Raising Ceremony
- 8:30 - 8:50 am *Units* - Kick-off and instructions
- 9:00 am *Units* – Pioneering Challenge
- 12:00 pm **All Break for lunch**
- Units* - Lunch in camp-work on skits
- 2:00 pm **All** – Pioneering Challenge Judging
- 3:50 pm Trading Post Open
- 4:30 pm **All** – Scouts Own Service - Activity Field
- 5:00 - 7:20 pm *Units* - Dinner in campsites - prepare skits for program
- 6:00 - 6:20 pm** Cooking Competition entries at Swanson Lodge
- 7:30 - 9:00 pm **All** - Campfire program and awards
- 9:00 pm SPLs / Scoutmasters meeting in Swanson Lodge
- 11:00 pm Taps

Sunday

- 7:00 am **All** - Reveille
- 7:00 - 8:30 am **All** - Breakfast - cleanup - pack up
- 9:00 am **Units** Break camp, police site, dispose of ashes, disperse picnic tables, check out unit - distribute patches and health forms to units
- 9:00 am Check-out with camporee staff

As many as can stay to help clean up...please!

Camporee Program

2nd Annual Pioneering Challenge



Pit your patrols scouting lashing and knot skills as well as their creativity and team work in a contest with other patrols for the honor of taking home the prestigious Beeksma Traveling pioneering trophy.

Cooking Challenge



A Scout is HUNGRY. So he learns to cook. Now show off your skills and if you could be the winner this year and take home the coveted Golden Spatula.

Skits Challenge



"Singing and acting are excellent for training in self-expression. Also they mean good team work, everybody learning his part and doing it well, not for applause for himself but for the success of the whole show." - Baden Powell - Again do a good job and you could bring home the hardware for your patrol

Camp Cup



Camp cup is awarded to patrol with the highest point total of all 3 challenges

Webelos Programming



Webelos will have a pioneering instruction session that culminates in constructing a camp gadget. An Afternoon nature hike is also available for Webelos interested in attending the Fall Camporee should coordinate in-advance with a Scout Troop for campsite accommodation and inclusion in meal planning.

Challenge Details

2nd Annual Pioneering Challenge

Castaway – Having been stranded on a deserted island on route to the highly anticipated high adventure trek, you have discovered that the island is actually sinking. You can wait no longer you must construct a “raft” and escape.

- Raft must be of sufficient size for all scouts in patrol.
- Must have a sail
- Must have shelter from sun
- Must have a steering mechanism

“Raft” does not actually have to float however it should look like it could.

Units are to supply the necessary materials to construct their pioneering structures.

Cooking Challenge

Let's Eat !! – Having been rescued at sea by a passing cargo ship you decide to thank the crew by preparing them a dinner. Your meal reflects the nature and character of the time you spent on the island.

(ie primitive methods only. Cooked over a wood fire or in dutch oven)

Skits Challenge

Stories – Grateful for reaching home safely you are asked to go on the talk show circuit and tell your story. The songs, skits and jokes you tell on the circuit earn your patrol a terrific movie contract.

1. Skits should be **Scouting or Theme** related, in good taste and not offensive.
2. Awards will be given for skits at the discretion of the judges

The Patrol Method

This Camporee will be run using the Patrol Method. We encourage your troops regularly organized patrols be used at this event.

If possible each Patrol should maintain an individual area within their Troop campsite. Patrols should:

- Stay together with their Patrol during events competitions
- Have a Patrol Flag
- Have a Patrol Cheer
- Follow all instructions & rules and be respectful of event judges and other Scouts

Recommended Materials

With the scope of the project, we recommend that your unit have the following materials on-hand and in quantities to construct your structure:

- Ropes, whipped and/or end-spliced.
- Lashing poles.
- All structures are to be built using lashings only. Lashing poles should be sturdy, and able to meet the specifications of the challenge.

Pioneering Challenge Rules

Keeping in line with the Methods of Scouting, we are recommending that this be a patrol-based event with the patrol leader and assistant patrol leader guiding the project. For a sufficiently large unit, two or more

patrols may compete.

- These guidelines apply to the Pioneering Project as well as any other pioneering work done at each Unit's campsite.
- All ropes used must be whipped and/or end-spliced. Ropes used should always be in proportion to the diameter of wood being used.
- Wood may be pre cut to required measurements, but must not be marked, notched, taped, have special cuts nor have prefabricated joints/unions.
- Decorations added to the Pioneering Project should preferably be of a rustic nature; however, painted signs on wood or other similar material are acceptable.
- Loose wood on the ground is not acceptable after the Pioneering Project is finished.
- Loose wood not properly fastened in or to the Pioneering Project may disqualify the Unit.
- Safety factors will be considered in the judging.
- Adults are not allowed to work on any Pioneering Project -Adult participation may disqualify the Unit.
- No power tools of any type are allowed in the Camporee area. Usage of same will disqualify the Unit from all competitions.

"Note" Decorations and non-natural material are for enhancements only and may not be a structural part of the Pioneering project.

Holes: There will be NO Holes allowed in the Camporee. You are prohibited from digging holes of any kind, for any purpose, anywhere on the Camporee site.

- This includes holes for flagpoles, gateways, pioneering projects and/or stakes driven into the

ground a depth greater than ten (10) inches.

- All pioneering projects must be designed to support themselves on the ground surface or other means not requiring holes in the ground.

Judges

The Senior Patrol Leader and Assistant SPL for each registered troop will function as Judges for all challenges. Scoring for all challenges will be the cumulative score of all judges.

NOTE: SPL and ASPL will also function as instructors for the Webelos pioneering activity.

Pioneering Challenge Judging Criteria

The completed project will be judged using the following points system.

*** SCORING CRITERIA ***	
ITEM	MAXIMUM POINTS
Required features	5
Rope ends whipped or spliced	5
Proper rope size (in proportion to the width of wood being used)	5
Knots - tight and neat	10
Lashings - tight and neat	10
Clean	5
Skill in building	10
Sturdiness of construction	10
Degree of difficulty	10
Completed on time	3
Patrol Identification	2
TOTAL	75

In addition to the championship trophy and 2nd and 3rd place awards, there will be several additional awards may be presented such as, Most lashings, Least lashings, Least known or non-common lashing style, Most elaborate construction, and Sturdiest or most solid structure or other at the discretion of the judges.

Cooking Challenge

Each Patrol may submit up to two dishes to be judged as a part of our Camporee Cooking Challenge. Now is the time to share off your Patrols favorite dish or secret recipe!

A main dish is required for judging. If a second dish is submitted it may be a main dish or an appetizer, a side dish or dessert.

Judging Criteria

Patrols will be judged on the following:

Judging criteria	Points possible
Appearance / presentation	5 Pts
Taste	5 Pts
Complexity of recipe	5 Pts
Judges discretion	3 Pts
Patrol with members under Tenderfoot Rank	2 Pts
Total	

*Presentation includes verbal and or written description of the dishes entered in the contest, as well as appearance.

Skits Challenge

Skits / songs are fun and entertaining. Bring your "a" game and show everyone how its done. Each Patrol is expected to perform at least one skit.

Judging Criteria

Patrols will be judged on the following:

*** SCORING CRITERIA ***	
Item	Maximum Points
Scouting or Theme related	10
Production (well rehearsed)	10
Costumes, Props, or Music	5
Entertainment	10

Time (efficiency)	5
Originality/Creativity	10
TOTAL	50

Who Can Attend

Scouts and Venturers are all ages are invited to attend. Webelos may also attend, but see the Webelos section below for more details.

What to Bring

We recommend that each youth and adult participant prepare for the Fall Camporee like another weekend campout. Due to unpredictable Fall weather, please adhere to our motto, and “be prepared.” **Standard BSA health forms parts A and B are required for the event.**

Are Meals Included?

Meals are not included in the cost of the 2019 Fall Camporee.

Cost

- \$15 for adult and youth participants.
- \$5 for day-only Webelos participants.

How to Register

Online registration is available on the Northwest District website, or at:

<https://www.scoutingevent.com/250-nw2018fallcamporee>

Webelos

Webelos can participate for the day on Saturday, or camp overnight with a pre-arranged partner Scout

Troop. *Guide to Safe Scouting* rules and ratios apply.

Directions to Camp:

Directions from MN 36:

Continue across St. Croix on new bridge.
Continue on WI-64 1 mi. Continue on WI-35
(WI-64) 3.3 mi.

Take ramp toward Andersen Scout Camp Rd. 0.3 mi
Turn left onto Andersen Scout Camp Trl. (CR-V) 1.3 mi.
Turn right onto Andersen Scout Camp Rd. 0.4 mi.

Make a U-turn onto Andersen Scout Camp Rd. 0.4
mi. Arrive at Fred C. Andersen Scout Camp.

Your destination is on the right.

Continue in camp straight ahead and down the hill to
check in. We are located at the lower camp.

*For emergencies call (715) 549-6641—tell the
Ranger you are trying to locate a participant at the
Northwest District Fall Camporee.

Questions? Contact Us: 6202 Bloomington Road
Fort Snelling, MN 55111

Phone: 612-261-2356 (office line) Email:
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