ETOWAH STAMPEDE
2013 ETOWAH CAMPOREE

The 2013 Etowah Camporee theme is the Etowah Stampede. This year we are trying something different. In addition to the usual Boy Scout skills course, we will be offering a Wrangler's Rally for experienced Scouts to challenge themselves. This course will require the patrol Scouts to carry their packs from Saturday when they break camp until about 3PM that afternoon, when they will join the rest of their troop.

This guide is directed to the Etowah Stampede standard skills course.

Mission Statement

The Etowah Camporee will provide competitive events that will allow Scouts to explore and experience Scouting heritage.

Therefore the aim of the Scout training is to replaced self with service to make the lads individual efficient, morally and physically with the objective of using that efficiency for the service of the community.

Scouting for Boys: Eleventh Edition 1924

Sir R. Baden – Powell, April 1924

Registration and Cost

1. The price for the 2013 Etowah Camporee is $10.00 per Scout and adult leader if paid by October 11th at 5PM at the Council Scout Office.
2. The price after October 11th is $15.00 per Scout and Scouters.
3. The Camporee patches are bought with money from registration prior to the Camporee, so therefore no refunds will be given to anyone who registers but is unable to attend.
4. The Troop will receive a patch for every person who pays for the Camporee whether they attend or not.
5. Troop registration forms, including fees, are due at the Council Scout Office on 7th Street before October 11th.
6. No registration payments will be accepted at check-in.
7. Troop Registration Form is found in Appendix C.
8. Patrol Registration Form is found in Appendix D.

Patrol Tiers

Patrols will be divided into 2 levels at check in. Tiers are based on the ranks of each patrol member. The Scouts rank will be scored as follows: Scout – 1, Tenderfoot – 2, Second Class – 3, First Class – 4, Star – 5, Life – 6, Eagle – 7. The total of the scores will divided by the number of Scouts in the patrol. The result will be used to classify the patrol.

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Level One: Cowboy – Score is 1 or greater and less than or equal to 3.5

Level Two: Bullrider – Score is greater than 3.5 and less than 5.

Level Three: Wrangler's Rally – Score is greater than or equal to 5.

Event Awards: Each event will award 1st, 2nd and 3rd place ribbons for each tier (9 ribbons).

Each event station is responsible for tallying their scores and posting totals in their respective tier as each patrol completes the event. This way patrols can see how they do throughout the day and overall camporee scoring is easier to tabulate at days end. Also ensures transparency with overall scoring process.

Participation awards: Each event gives out a token or small trinket for patrols completing the event. These are designed to generate enthusiasm to participate and provide an instant award. Troops are expected to spend about $100 on trinkets and may substitute an item of their choice. Suggestions are but not limited to the following: a CPR shield, bear bell, length of paracord or leather square knot, neckerchief slides, or small ribbons designed to hang on patrol flag. Please provide a minimum of 50 to ensure 1 per Patrol.

Campsite Assignment

Campsite assignments will be done by the Camporee Committee prior to the Camporee. Campsites will be selected for a Troop based on the number of Scouts and Adults that have paid for the Camporee.

CAMPOREE RULES

Patrol Size

1. The minimum Patrol size is 5 members.
2. Patrols cannot have more than 10 members.
3. Troop Guides count as a Patrol member if they are competing with their "New Scout Patrol".

Patrol and Scout Gear Required for Events

1. Each event may require Scouts to provide all or a portion of the gear required to complete the event.
2. Each Scout will need the supplemental gear listed in Appendix A.
3. Each Patrol will need the gear listed in Appendix B.
4. Only the gear listed in Appendix A and B may be required as a supplement for a competition event.

Patrol Flag

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1. Patrols are required to have a Patrol Flag with them during the Camporee competition and at the campfire and awards ceremony.
2. Patrol Flags should represent the Patrol name.
3. Patrol Flags should be with the Patrol at check-in and for judging.
4. The best looking Patrol Flag will be awarded a ribbon.

Event Schedule and Rules

1. Each SPL is responsible at check in for their individual Troop's check in.
2. Each Patrol will be given an Events Map that lists the order of the events that each Patrol is to compete.
3. Patrols should not visit events out of order. Participation will be noted at each event.
4. The event sponsoring Troop will give the event objective and instructions to the Patrol Leader.
5. The Patrol Leader will be given time to explain the event to his Patrol and organize them for the event.
6. Each Patrol Leader must give a signal to the event sponsor when they are ready to begin the event.
7. Adults may only observe events. They should not guide or participate.
8. Scouts should not reveal anything about an event to anyone else which could give the other party an advantage.
9. Disputes with any results should be brought to the Camporee Staff immediately.
10. Scouts who read the Boy Scout Handbook and the Leader's Guide will have a better chance than Scouts who are not prepared.
11. There will be a Camporee Marshall for each event who will be present throughout the competition.
12. Each Patrol Leader is solely responsible for their Patrol's preparedness for each event.

Camporee Patrol Competition Events

1. Knot Relay

   Cowboy:

   Each patrol member must tie a square knot (five totals). The Patrol Leader can guide scout as needed, for any step.

   a. One patrol member must tie 2 half hitches and accurately describe how this knot can be used.
   b. A different patrol member must join two pieces of rope using a square knot.
   c. A different patrol member must tie a clove hitch and accurately describe how it is used
   d. Whip a piece of rope
   e. Fuse a piece of rope

Bullrider:

A different patrol member must tie each of the knots listed and accurately describe how the knot can be used: The Patrol Leader can guide as needed but cannot tie more than 1 knot.

a. Square knot and how it is used
b. Two Half Hitches and how it is used
c. Taut-line and how it is used
d. Clove hitch and how it is used
e. Sheet bend and how it is used

2. Fire Building
   Patrols are responsible for collecting tinder and fire wood. Any tender except hay/straw may be used. Sponsoring troop will provide the ignition source.
   Cowboy:
   Burn string at 15 inches (2 matches allowed, then they may use their non-traditional method if needed)
   Bullrider:
   Burn string at 18 inches (1 match allowed, then they can use their non-traditional method)
3. First Aid
   Cowboy: Participants will be tested on any first aid item listed up to the Tenderfoot rank.
   Bullrider: Participants will be tested on any first aid item listed up to the First Class rank.
4. Team Building Challenge
5. Swing Bridge
   Cowboy: Must get 3 scouts across river. No time limit
   Bullrider: Must get 3 scouts across river. 15 minute time limit
6. Lasso Competition
   Cowboy and Bullrider: Each participant will receive points for each successful lasso of a predetermined object.
7. Mystery Event
8. Service Project

Program Schedule

Friday, October 18

5:00 - 8:00 PM Check-In – Chapman Shelter – Class A Uniform

8:30 - 9:00 PM Senior Patrol Meeting – Catawba Shelter

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9:15 - 10:00 PM Scoutmaster Meeting – Training Shelter

9:00 - 10:00 PM Skit / Song approval for campfire – Catawba Shelter

10:30 PM Staff Meeting – Training Shelter

11:00 PM Lights out

Saturday, October 19

7:00 AM Reveille

8:30 AM Assembly at flagpole – Camporee Field – Class B Uniform

9:00 - 3:00 PM Event Stations – (see trail map for details)

10:00 - 12:00 PM Campsite/Gateway Judging

12:00 - 12:45 PM Lunch on the trail, not at the campsite! All competition stops during lunch

3:30 - 6:00 PM Special Events

1. Dusty Trail Cook-off in front of the Training shelter begins at 4:00 PM.
2. "Covered wagon" Race in the camporee field begins at 5:00 PM.

6:00 - 6:15 PM Senior Patrol Leader's meeting - Catawba Shelter

6:00 - 7:30 PM Supper and clean up

8:30 PM Campfire - Campfire stage area – Class A Uniform

10:00 PM OA Etowah Chapter Meeting – Catawba Shelter

11:00 PM Lights out

Sunday, October 20

7:00 AM Reveille

7:15 - 8:30 AM Breakfast and clean up

8:30 AM All faith religious service & Awards Ceremony – Campfire Area – Class A Uniform

10:00 - 11:00 AM Check-out - Must be out of camp by 11 AM

Flag Ceremony

1. All Troops shall assemble at the flag poles in the Camporee Field at 8:30 AM
2. Patrols should come dressed in their Class B uniforms for Saturday's competition.
3. The Camporee event competitions will start following the Flag Ceremony.

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CAMPFIRE

Organized Campfire with skits, songs and other entertainment at the stage.

1. Scouts and Scouters should come in their Class A uniform.
2. Visitors are welcome. Bring a camp chair.
3. Troop Event Winners will be announced.
4. Patrols are encouraged to participate in the Saturday Evening Campfire with a skit, song or other form of entertainment.
5. Patrols should limit their entertainment to 3 minutes.
6. Patrols wishing to be in the Campfire must present their skit, song or other entertainment to the Camporee Staff on Friday night for approval.
7. Camporee staff will pre-select a number of skits approved by BSA for content. Troops shall select from this list and may only present skits pre-approved by camporee staff.
8. A Troop that has a Patrol in the campfire will earn points toward the Troop Spirit Award.

RELIGIOUS SERVICE

1. An All Faiths Worship service will be held at the stage Sunday Morning.
2. Scouts and Scouters should wear their Class A uniforms.
3. Troop Chaplain's Aides will lead the Service.
4. This year's offering will go towards a Scout cause in the Etowah district.

AWARDS CEREMONY

1. The winners of the Patrol Competitions will be announced at the Awards Ceremony.
2. Ribbons and plaques will be awarded for 1st, 2nd, and 3rd place patrols for each division.

CHECK-OUT

1. Troops will be assigned an area to clean before leaving.
2. When the Troop has packed up their gear and policed their campsite the Senior Patrol Leader should request a Camporee Staff member to come and inspect their campsite.
3. Upon successful completion of the campsite inspection the Senior Patrol Leader will be given. Camporee Surveys to be completed by all of the Scouts and returned upon departure.
4. Upon turning in the Camporee Surveys, the troop Senior Patrol Leader will be given Camporee patches.

Appendix A: Patrol Gear

- Compass
- Paper

- Pencil
- Combustion source and Tinder
- Dining fly
- Patrol cook kit with clean up kit
- First aid kit
- Patrol flags (2)
- Fire buckets with water and sand for fire
- Water storage container

Appendix C: Scout Gear

- Class A uniform
- Class B uniform: (matching T shirt, Scout pants, and Scout socks)
- Back pack for gear
- Day pack – optional
- Flashlight
- Water container
- Rain gear
- Hiking shoes: for check in and rain
- Athletic shoes (no open hole shoes permitted)
- Tent/Hammock/ground cloth, sleeping bag, personal gear, cook - kit, hygiene products
- 6' length of rope
- Camp chair – optional but handy for campfire
- Work gloves for the service project
- Small bundle of firewood - Turn in at check-in
- Cheerful attitude
- 2 canned food items for donation
- Gently used coats for donation

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CHUCK WAGON RACE

The Etowah Stampede will feature a Chuck Wagon Race Saturday afternoon. The Chuck Wagon will be built with the following guidelines:

- The Chuck Wagon must have four wheels, which are not motorized.
- The Chuck Wagon must be big enough to carry at least one patrol member safely.
- The Chuck Wagon must be capable of being pulled by four patrol members.
- The Chuck Wagon can be decorated as the patrol wants, as long as it doesn't endanger the passenger or the pulling team.
- Chuck Wagons will be judged on creativity prior to being raced.

Dusty Trail Cook Off

Iron Chef Competition – "Taking a chance on the dusty trail"

This year's Iron Chef Competition will have a few "twists".
First – age level under 14 and over 14 (if any member is 14 or older then the team will compete in the over 14 category).
Second - will be to choose a number and a letter from a bag to determine which food bag and meat (beef or chicken) they will have.
Third – a mystery bag, just like out on the dusty trail you never really know what you're going to have to cook for your meal that night, but with its contents you will be able to make a meal and dessert if planned out right.
Forth – surprise ingredient that will have to be used somehow in or with their meal.

The mystery bags will contain some items that are the same throughout, but some items will be different. It is up to the cook team to use those items or they might be able to "barter" with another team if they have something in their bag that they need. (All unopened non-perishable items will be donated to the can food drive).

The Rules: You will be judged based on creativity, enthusiasm, teamwork, timeliness, completeness, taste, use of cooking instrument and cleanliness. YOU CAN NOT SUPPLEMENT YOUR MEAL WITH FOOD OTHER THAN WHAT IS IN YOUR BAG!

- First come, first draw – those that show up on time will be able to draw their number/letter first.
- The cook team must supply its own fuel, cooking instrument, cooking tools (pots, pan, foil, and utensils), some season, and oils. Basic seasons will be provided in their mystery bags.
- You can get extra points by using non basic cooking implements such as backpack stoves and foil ovens.
- There will a limited number of items and teams will need to decide what is more important to them.
- Meals must be i) prepared on site and not at home; ii) must be able to be cooked on a camping trip; and iii)is the idea of the scouts and not ADULTS.
- <u>Only Troop members registered as part of the cook team can participate</u>. This is a scout event so Adult Leaders can encourage but not instruct the cook team.
- The cook teams are encouraged to bring "special items" (chef's hat, decorations, etc.) to enhance their meal presentation or cook team appearance.

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APPENDIX C: Troop Registration Form

Troop #: _____

Scoutmaster: _____

Scoutmaster email: _____

Scoutmaster phone number: _____

Number of Scouts: _____

Number of Patrols: _____

Number of adults: _____

Fees:

Total number attending: _____ x $10.00 each = $ _____ (total amount enclosed)

Late registration fee if received after October 11th is $15.00 per person.

Troop Event Registration:

Troops are limited to 2 entries for the Dusty Trail Cookoff. Late registrations for troop events cannot be accepted, due to preparation necessary for the event.

	Under age 14	Open (any age)
Dusty Trail (circle 1)	1 or 2	1 or 2

Covered Wagon Race (number of entrants) _____

Completed registration form and full payment must be turned into the Scout Office by Friday, October 11th, 2013 for early registration. Late registrations may be turned in at Camporee check-in station.

Please contact Dwayne Whitmore at dwhitmore1114@earthlink.net for any questions.

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APPENDIX D: Patrol Registration Form

Troop #: _____

Patrol Name: _____

	Name:	Rank:	
Patrol Leader:			
APL:			
3:			
4:			
5:			
6:			
7:			
8:			
9:			
10:			

_____ _____

Camporee staff will determine patrol tier at check-in.
Please complete form and submit with troop registration.
Form must be completed at check-in if not provided with registration.