

2013

Fall Camporee

# Back to the Basics



Pioneer Trails District

October 11-13, 2013

Wellington Lake, CO

*Rev A*

*9/11/2013*

## *Can you survive with just the pack on your back?*

This year's fall camporee will be at beautiful Wellington Lake Colorado. Wellington Lake, a privately owned facility, is 167 acres in size and is regularly stocked with trout. This year we are going "Back to the Basics" and backpacking up to the lake. Troop trailers and vehicles will be parking at the entrance to the facility. Scouts and leaders will then take a short (.75 mile) hike to the camping facilities. All personal equipment (tents, sleeping bags, etc.) should be backpacked into the camp sites. Once the scouts have arrived at their campsite the troop trailer and one vehicle may be driven down to accompany them.

Scouts have the opportunity to participate 10 outstanding activities in this year! The more they participate in, the higher the score will be! At the end of the day, ribbons will be awarded out for the top patrol in each activity.

The top three overall patrols will receive prizes in addition to the ribbons!

There will all be special prizes given for the top three troops in the Dutch oven cook-off!



This is also a great opportunity to invite Webelos packs to join your troop! The Webelos will be able to participate in almost all of the activities! Bonus points will be awarded to troops who incorporate Webelos Scouts into their patrols. Webelos will be unable to participate in the Canoe activity.

**Pre-registration by October 4<sup>th</sup>**: \$16 per Scout and \*adult/leader

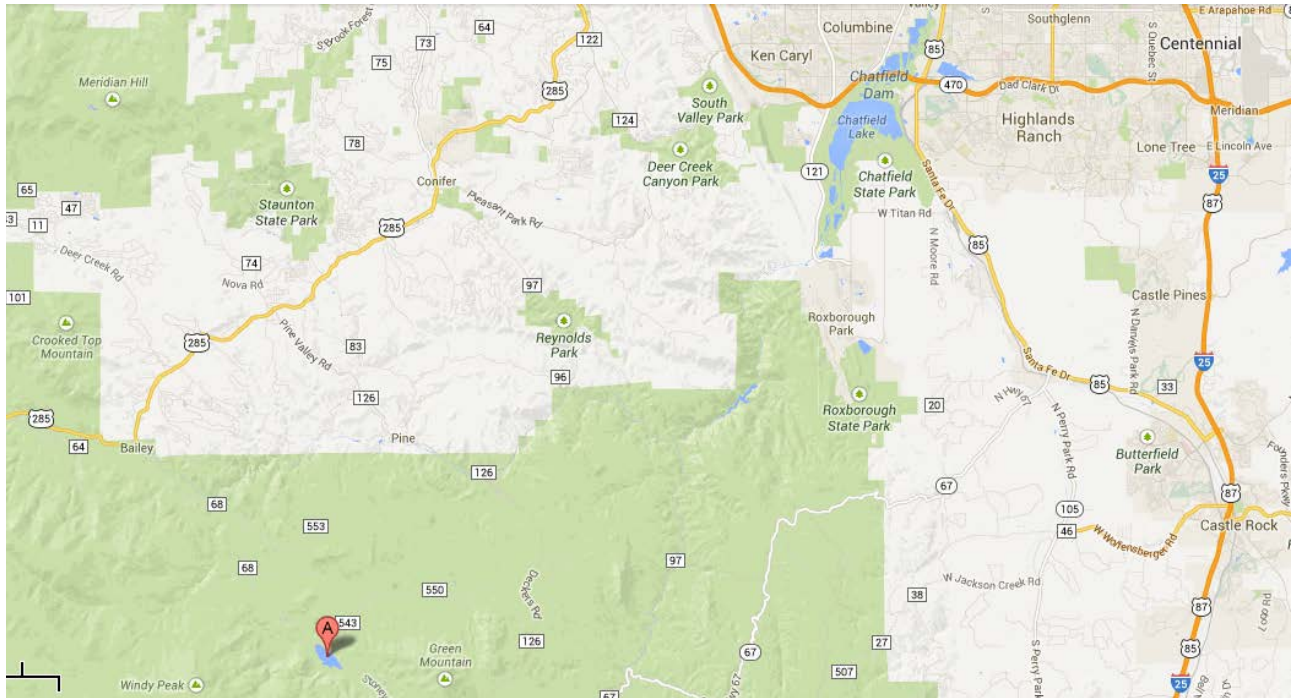
**Late registration received after October 4<sup>th</sup>**: \$20 per scout and \*adult/leader

- ❖ Asterisk indicates that Adults/Leaders registration will be free if assisting with an assignment as a staff member for at least one event. The Leader must make this commitment to Michael Bazzo at [csumike@gmail.com](mailto:csumike@gmail.com) prior to the unit's registration.

**Check-in begins at 6:00pm**

**Please have all paperwork together to ensure a speedy checkin**

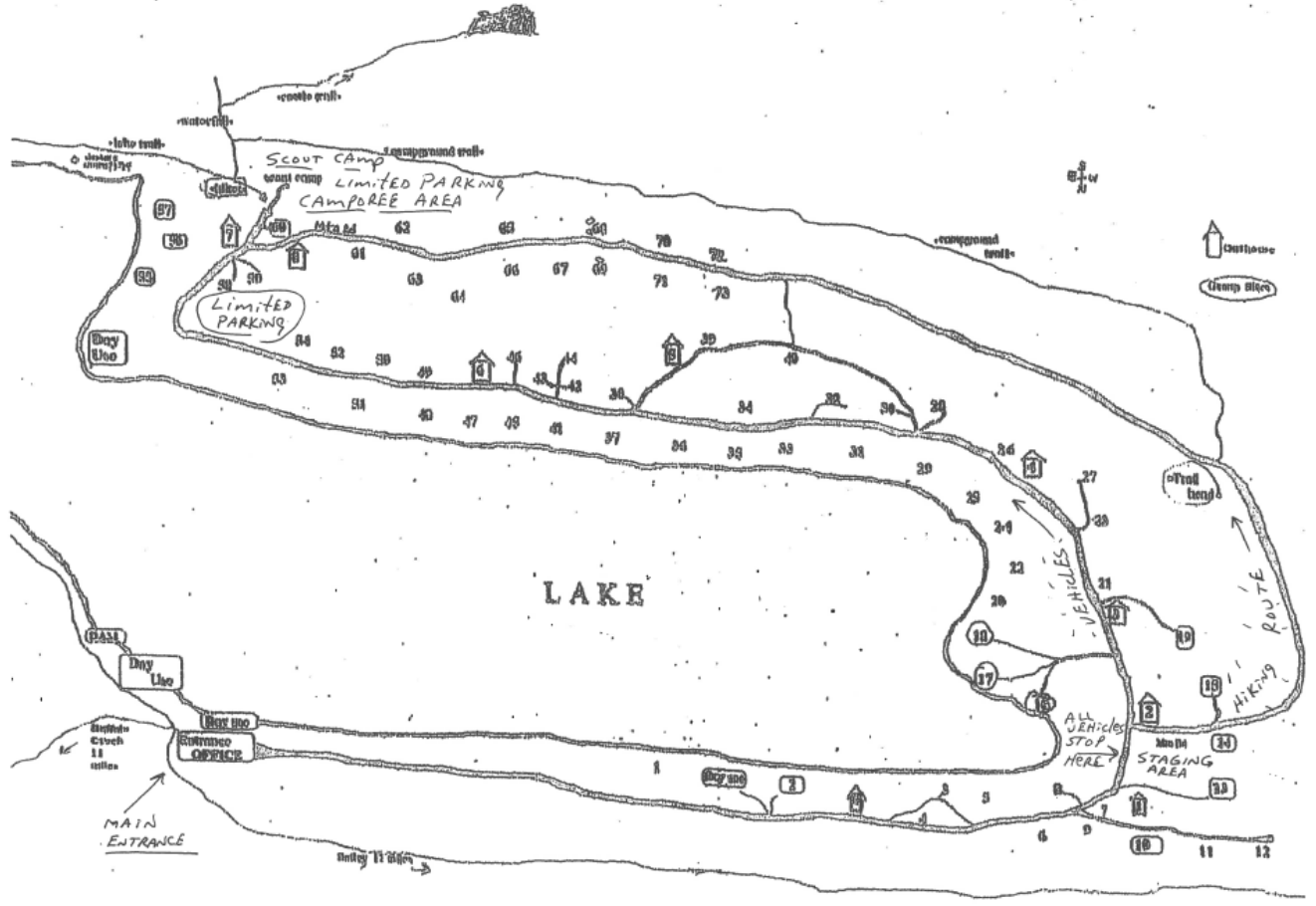
## Maps & Directions



# Wellington Lake

Directions to Wellington Lake from the Denver Area

- Take **CO-470 W** towards Golden.
- Take the exit onto **US-285 S** toward Fairplay.
- In BAILEY, turn **left** onto **CO Rd 68/Wellington Rd/Wellington Lake Rd**.
- Stay on **CO Rd 68/Wellington Rd/Wellington Lake Rd** for 11 miles.



## Activities



### Catch and Release Fishing

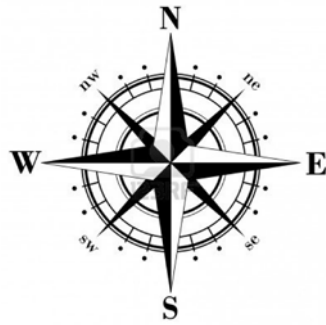
Bring your favorite fishing gear! Wellington Lake is regularly stocked with some great trout. The lake is currently a catch and release lake and no live bait is allowed. This is a scored activity with points going to those who catch the largest fish!

Note: Fishing poles and equipment may be available but is not guaranteed.



### Stretcher Race

Successfully locate, treat and transport an injured scout back to camp for treatment. This is a timed activity and additional time will be added for incorrect transportation method as well as first aid technique.



## Orienteering Course

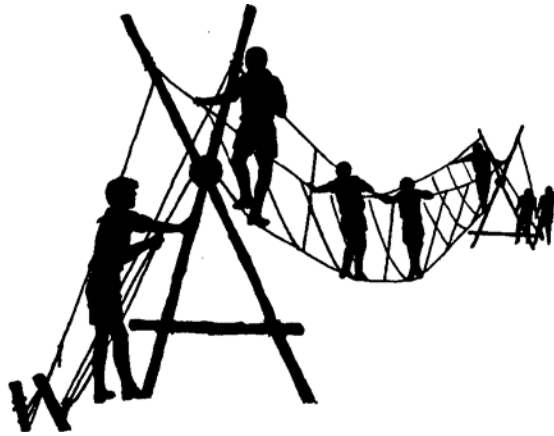
Navigate through a series of points on a pre-setup course. The clock does not stop until the whole patrol arrives at the finish point.



## RUN - PADDLE - RUN

Meet at the end of the lake. This is a **timed** event. Choose two scouts from each patrol and sign in. The two scouts will run alongside the lake to the canoes. There will be two Paddles and PFD's in each canoe. The two scouts will properly put on the PFD's, which means completely buckled up. The scouts cannot launch their canoe until the PFD's are properly on! The scouts will paddle across the lake upon reaching the other side and pull their canoe on shore. Place the two paddles and PFD's back into the canoe for the next race. Then, the scouts will run to the finish line. No interfering with other patrols, such as capsizing canoes, misplacing PFD's or paddles. No playing around will be tolerated. We want this to be a fun and safe event.

*(Lake Depth permitting.) Only those scouts classified as BSA Swimmer will be able to participate in this activity*



## SLACK MONKEY

This is a timed event with a possibility of a time subtraction. The patrol chooses two scouts which are fast, with quick reflexes and with extremely good balance. The two scouts will climb onto, cross the monkey bridge and dismount. The time is recorded.

Next is an opportunity to have time subtracted. Select one of the two scouts to completely cross a slack line without falling off or touching the ground in anyway. The scout will be awarded 20 seconds off their monkey bridge time.



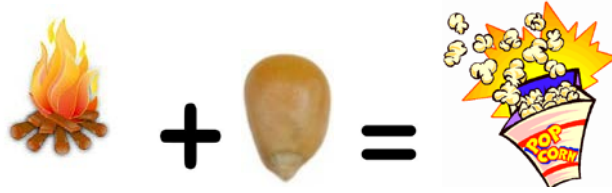
## Flapjack Relay

Put your pancake cooking and flipping skills to the test!

### Each patrol will:

- Be given pancake mix, water, fork, bowl. Mix batter.
- Cook 3 pancakes on griddle (provided). 1 point each awarded for uniform shape, size, consistency, and quality of cooking.
- Put 1 pancake on a small spatula and run to end of 15 yard course—flipping flapjack 3 times.
- Make return run flipping 3 times.
- Separate scout must perform each of the four steps above.
- Points for timing of run will be 5 points for the fastest run, 1 point for the slowest, all others where they fall on the curve.
- 1 point for patrol spirit. Total of 10 possible points.





## INGNITE CRACKLE POP

Are you the fastest fire starter in the land? Put your skills to the test in this Patrol Event

### Event

1. Gather all necessary combustibles ( Wood and small amount of Tinder will be provided)
2. Ignite fire in delineated fire pits
3. Heat provided popcorn until first popcorn kernel pops!

### Patrol TO PROVIDE

1. One metal mess kit pan or small cooking pan. (Lid optional - foil will be provided to ensure safety) **Do not bring silicone or glass cookware.**
2. Fire starting equipment - if any artificial means are used to start the fire time will be added to team total time
  - a. Match or lighter- one minute
  - b. Chemical starters - one minute
  - c. Flint and Steel - no time added

Event will timed from the minute teams are handed popcorn supplies. Fastest time wins.



## LOST SCOUT

Put your communication and map skills to the test! Using two-way radios and a map locate and retrieve a lost scout. This is a timed patrol event.



## Knot Tying

Test your patrols skills to work together and complete a task in the shortest time possible. Patrols will be challenged on their ability to individually tie the various knots from the Tenderfoot through First Class requirements. This is a timed event.



## Cooking Contest

Think you are the most creative and best cook in the land? Put your skills to the test!

### Rules

1. Two hour time limit
2. This cook off is for Dutch oven skills **-HOWEVER** - if FIRE RESTRICTIONS exist, be prepared to prepare the meal with gas stoves.
3. Charcoals/ fires may be started before the cooking events starts.

Charcoal will be provided by the District.

4. All ingredients supplied must be used in the final product that is entered for judging. The meal must consist of only the ingredients provided, but any of these enhancing factors can be brought to the cook off and be used : **Salt/Pepper, Sugar, Ketchup, Mustard, Water, Butter/Margarine/Oil, Hot sauces (may only be enhancing cannot be used as base or sauce)**
5. **Cooking Teams must be made of Scouts. There can be one Adult leader present for safety, but cannot cook. Teams are limited to 3-5 Scouts and only one Team per troop.**
6. **Teams need to bring Dutch Oven or equivalent, utensils, serving dishes. Suggested to bring charcoal chimney start. Camp chair or stools would also be beneficial.**

7. Troops can choose which dish they want to cook with.

Ingredients	OPTION # 1	OPTION # 2
Protein	London Broil	Chicken
Vegetable	Carrots/Mushrooms/Onion	Broccoli
Carbohydrate	Dried 5 Bean Medley	Rice or Noodles
Liquid/sauce	Beef Stock	Oyster Sauce
Mystery Ingredient - Will Be announced on the day of the cookoff		

Presentation

- Entrants need to arrive 5-10 minutes before to pick up ingredients and have time to prep.
- One serving portion of meal in a covered container must be ready by the 120 minute mark.
- Late entries will be accepted up to 125 minute mark.

Judging

Meals will be judged on taste, creativity and visual presentation. This cooking event is geared around the idea that camping/trail cooking does not have pre-packed food. Therefore the food is not expected to be presented as a polished meal, but to be a balanced and fulfilling meal.

**Troop must choose the dish they want to cook, PRIOR to the Camporee and must pre-Register so there is enough groceries brought.**

# Schedule

## Friday

12:00PM (Noon) Early check-in for leaders or boys arriving to camp.

6:00PM Regular Check-in

9:45PM Cracker Barrel for Leaders

## Saturday

6:00am Wake-up and Breakfast (Provided by Your Boy Scout Unit)

8:30am Flag Ceremony

9:00am Beginning of Event Sessions

11:00am - 1:00pm Cooking Competition

11:30am - 1:00pm Lunch

1:00pm - 4:00pm Afternoon Sessions

5:00pm Closing Flag Ceremony / Awards Ceremony

6:00pm Dinner / Early Departure for troops wishing to return home Saturday

8:00pm Campfire

## Sunday

6:30am Wake-up / Teardown

9:00am Non-Denominational Service

10:00am Checkout and return home

## What to Bring

### Patrol

Meals	Bring enough food for your troop for Friday Night, breakfast and Lunch and dinner on Saturday and Breakfast on Sunday if you stay until Sunday. It is anticipated that the LDS troops will leave Saturday evening and the rest will leave by late morning Sunday.
Tents	Bring your troop tents or stick to the theme and setup your own shelter.
Firewood	Fires are allowed in camp with a fire ring.
First Aid Kit	A first aid station will be open during our camp, but each troop should be prepared for small accidents.
Tarps	To use for shelter building
Water	Be sure to bring plenty of drinking water, there is <b><u>NO POTABLE WATER</u></b> in the campsites or anywhere close. There is water available for boiling and doing dishes.
Garbage Bags	Garbage bags to hold your troops trash. Each unit must haul out their own trash. There are NOT any trash dumpsters at the campsites. There is a Bear in the area, so it is a good idea to lock the trash up. Suggested to camp with very little disposable trash as possible.
Lanterns	When it gets dark, it's extremely dark! Please use Propane Lanterns.
Stoves	To cook your food or on the fire with a Fire Ring.
Kitchen Setup	Whatever is needed to prepare and cook your Grub!
Troop Flag	Post your troops flag at your camp.
American Flag	Post an American flag at your camp.
Tour Permit	Tour Permits will be reviewed at check-in

### Scout

Sleeping Bag	The temperatures can get quite cold in October, be prepared for the conditions.
Sleeping Pad	A sleeping pad is as important for keeping you warm at night as a sleeping bag. This should be a closed cell foam pad or a pad with insulation. An air mattress will not provide enough insulation by its self.
Water Bottle	A water bottle will be needed as the scout is out doing activities all day.
Tarp	A small tarp to put under your sleeping bag if you choose to sleep outside
Socks	Bring a couple pairs of wool socks. Be sure to change your socks often if you believe they are getting moist or wet.
Coat	Depending on the forecast temperature, a light jacket or heavy winter coat is needed
Sun Glasses	We will be out in the sun
Snacks	Any extra food a scout may want while camping.
Flash Light or Head Lamp	Even if the moon is out at night, it still gets extremely dark where we are camping.
Fishing Gear	If you want to participate in the fishing contest

# Registration

(Must be turned in at check-in)

Circle One:

Troop Team Post Crew # \_\_\_\_\_

We will be sponsoring Pack #s \_\_\_\_\_  
(They must register separately)

Cookoff Ingredients (Circle One): Option #1    Option #2

## ATTENDING LEADERSHIP:

Scoutmaster \_\_\_\_\_

Asst. Scoutmasters \_\_\_\_\_

Other Adults \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### PAYMENT:

# OF SCOUTS \_\_\_\_\_ X \$16 = \_\_\_\_\_  
# OF ADULTS \_\_\_\_\_ X \$16 = \_\_\_\_\_  
# OF WEBELOS \_\_\_\_\_ X \$16 = \_\_\_\_\_  
TOTAL: \_\_\_\_\_

### METHOD OF PAYMENT:

- CASH
- CHECK (PLEASE MAKE CHECKS PAYABLE TO BSA)
- UNIT ACCOUNT
- VISA
- MASTERCARD
- DISCOVER

\_\_\_\_\_  
CREDIT CARD #                      SECURITY PIN

\_\_\_\_\_  
SIGNATURE

## SCOUTS:

Senior Patrol Leader \_\_\_\_\_  
(Circle Patrol Leader)

<u>Patrol Name</u>	<u>Patrol Name</u>	<u>Patrol Name</u>
<u>1</u>	<u>1</u>	<u>1</u>
<u>2</u>	<u>2</u>	<u>2</u>
<u>3</u>	<u>3</u>	<u>3</u>
<u>4</u>	<u>4</u>	<u>4</u>
<u>5</u>	<u>5</u>	<u>5</u>
<u>6</u>	<u>6</u>	<u>6</u>
<u>7</u>	<u>7</u>	<u>7</u>
<u>8</u>	<u>8</u>	<u>8</u>

<u>Patrol Name</u>	<u>Patrol Name</u>	<u>Patrol Name</u>
<u>1</u>	<u>1</u>	<u>1</u>
<u>2</u>	<u>2</u>	<u>2</u>
<u>3</u>	<u>3</u>	<u>3</u>
<u>4</u>	<u>4</u>	<u>4</u>
<u>5</u>	<u>5</u>	<u>5</u>
<u>6</u>	<u>6</u>	<u>6</u>
<u>7</u>	<u>7</u>	<u>7</u>
<u>8</u>	<u>8</u>	<u>8</u>

# Patrol Roster / Score Sheet

Please carry this roster to each of the stations. The names and swimming ability need to be clearly marked and signed by the Scoutmaster before going to the Canoe Race. Only BSA Swimmers will be allowed to participate in the Run-Paddle-Run event.

Unit #: \_\_\_\_\_ Patrol Name \_\_\_\_\_

Name of Scout and event(s)	Swimming Ability (Boy Scouts Only) <small>(Swimmer, Beginner, Non-Swimmer)</small>	Run Paddle Run	Stretcher Race	Fishing	Lost Scout	Slack Monkey	Orienteering Course	Ignite Crackle Pop	Knot Tying	Flapjack Relay
Patrol										
1.										
2.										
3.										
4.										
5.										
6.										
7.										
8.										

Scoutmaster Signature \_\_\_\_\_

Scoutmaster signature needed before attempting the Run-Paddle-Run event