



2020 TECUMSEH COUNCIL Scouts BSA Fall Camporee

INFORMATION GUIDE

OVERVIEW

The 2020 Tecumseh Council Fall Camporee will be held on Oct 2 - 4 at Camp Birch, 4057 Swimming Pool Road, Yellow Springs, OH

The fall camporee will focus on Geocaching and Orienteering events. Saturday morning the patrols will find geocaches containing tokens that will allow the patrols into the skills events. Patrols will earn points based on performance in the skill events. In the afternoon the Miami Valley Orienteering Club (MVOC) will set up white, yellow and orange orienteering courses for pairs of Scouts to run. Each pair that completes a course will earn points for their patrol. Multiple pairs of Scouts can run any of the three courses to get points for their patrols. Ideally the most skilled pairs of Scouts should be able to run all three courses during the afternoon. The patrol standings will be ranked on total points for the Geocaching and Orienteering portions of the day combined.

In the evening individual groups of 2 -3 Scouts each can compete in a Night-O/Search & Destroy-O event put on by the MVOC.

Adult leaders are also welcome to participate in the orienteering courses and the Night-O/Search & Destroy events.

GENERAL INFORMATION

Registration

Registration is through the Council Office Online registration.

<http://www.tecumsehcouncilbsa.org/>

Cost: \$15 per person

All registrations late will be \$25 per person after Sept 28 and taken onsite the day of the event.

Volunteers

Each unit is asked to support the Camporee by providing at least one volunteer to help staff the various events. Contact Dave Niederbaumer at dniederbaumer@twc.com or 740-466-5001 for more information on volunteering opportunities or detailed description of the volunteer opportunities.

Campsites:

Campsites are included in the cost of the Camporee. Boy Scouts Troops will be assigned a campsite based on the size of unit. If your unit desires to spend the night in a Cabin we understand but would like to encourage you to camp so that the scouts in your troop can get the most out of the Camporee. Cabin reservations must be made by contacting Karen Vance at 937-325-6449x102.

Check-in

Troops will be able to bring their troop trailers in the Wednesday and Thursday before the Camporee. Please contact the Camp Ranger (shawn.nixon@scouting.org) to arrange a troop trailer drop off. Troops will be notified of their campsite assignment in the week prior to the Camporee. Parking will be at a premium. It is HIGHLY ENCOURAGED to carpool and limit the number of vehicles required for transportation this weekend. Check in at the Turner Building front entrance Friday from 5:30 to 8:00pm. Saturday late check in from 7:00-8:00 am will be at the Turner Building as well.

All participants will be temperature checked and asked the standard COVID screening questions as they arrive. Mask use is strongly encouraged when physical distancing cannot be maintained. One Scout per tent, except if related. Other typical COVID precautions recommended. Tecumseh Council has done a great job resuming activities after an initial COVID break; let us continue to keep our Scouts and leaders safe and healthy.

SAFE HAVEN

We know that different troops handle their programs in different ways. However, when you're at the Council Camporee, we all must live close together under some common rules. To make this a pleasant experience for everyone, we've listed the Camporee Safe Haven Rules. **Please take some time prior to arriving at the Camporee to have your Senior Patrol Leader review these with your Scouts:**

1. The Camporee follows all points found in *The Guide to Safe Scouting*. Discipline is to be handled by unit leaders in charge. If a troop has any questions about this, please ask the Camporee Chairman.
2. An atmosphere of respect and consideration for others needs to be promoted and exemplified by all adult and junior leaders
3. All language used at the Camporee must follow the 11th and 12th Points of the Scout Law.
4. Scouts are never to enter anyone else's campsite without first asking and then being given permission to enter. If, during the orienteering/geocaching events, the campsite is unoccupied, but it is necessary to enter due to nature of the event the Scouts should enter the campsite and exit as quickly as possible while respecting the property of others
5. Scouts and Scouters should adhere to Quiet hours between 11PM and 7AM each night
6. Competition must always be conducted with Scout Spirit.
7. Inappropriate troop or patrol yells should not be used at any time during the Camporee. The Camporee Chairman will notify a Scoutmaster if this is in question with his/her unit.
8. Nothing is to be thrown while at the Camporee, including fir cones, rocks, sticks, or anything else, unless in an event approved by the Camporee staff.

Camping Equipment and Clothing

Reference Scout handbook

Equipment:

Patrol

- Compasses (enough for one compass per two scouts)
- GPS Receiver
- Three 25ft ¼" rope properly whipped or fused
- One 12ft ¼" rope properly whipped or fused
- Three 6ft ¼" rope properly whipped of fused
- Three 6ft lashing ropes
- Flint & Steel, Sparker, Striker or Ferro Rod

What Not to Bring:

Unit adult advisors, we need your help to ensure that none of these items (listed below) are brought to the Camporee. Please look over this list carefully and make sure your unit does not bring these items.

- Fireworks of any kind
- Pets of any kind
- Air Horn Generators or other noise generating devices of any kind
- Electronics (except for cameras, cellphones and, of course, GPS receivers))
- Sheath Knives

Lost Person(s)

Lost persons should be reported to the Camp HQ as soon as practical. Camp Safety Director will notify the appropriate unit leader and make the necessary determination whether to begin a limited search or to immediately call the Greene County Sheriff's Department for support. In no cases should Scouts be allowed to search for others alone.

Camping

Unit leaders are expected to inspect their campsite. They will look for safety concerns such as: improper storage of fuels, leaking, loose, or improper fuel fittings, tripping and/or climbing hazards, proper control of axe yards and proper storage and use of axe yard tools, proper use of grease pits, proper storage of foods and cleanliness

Garbage and Trash:

You must haul out all garbage and trash from your unit when you leave the Fall Camporee. Bring plastic bags and or garbage cans. Leave no garbage or trash (including food scraps) on the ground at the Camporee site. Camporee staff will not be traveling the camp at the end of the event to collect trash. The MVOC will be having an Orienteering event open to the public on Sunday afternoon and it is up to all of us to show the public that a Scout is Clean,

Health and Safety

An EMS will be on duty at the First Aid Lodge during the Camporee. All unit leaders should ensure they have up-to-date health forms for all individuals attending the Camporee. The camp's "Emergency Procedures" will be adhered to. These will be made available via the internet and upon check in.

Only camp staff and medical vehicles will be permitted driving privileges during the weekend of the Camporee. No other vehicles other than small personal golf cart/utility type handicap vehicles will be permitted. There will not be handicap vehicles available from the camp for loan. Individuals will need to provide their own small golf cart/utility type handicap vehicle if their individual needs require it.

Tobacco Policy:

In accordance with BSA policy, we strongly discourage the use of all tobacco products. Tecumseh Council discourages smoking on all camp properties. Smoking and the use of smokeless tobacco products is not permitted by anyone under the age of 18. Smoking and the use of any tobacco product, (to include but not limited to: electronic cigarettes, dip, or chew) must be out of view of any youth (Camp Birch will be crowded during the camporee. It will be difficult to smoke out of view, Camporee staff ask that smoking and use of tobacco take place in the parking lot). Smoking in any building, tent or within 50 feet of the door of one of these structures, is prohibited by law. Please dispose of all litter in a sanitary manner. In accordance with BSA policy, no alcohol or drugs are allowed on Tecumseh Council property.

Check-Out Procedures:

Please ensure your campsite is clean.

Tear down your campsite, remove all trash and patrol your site. Once everything is completed, your Troop is free to go but have your Scoutmaster stop by the McMillan to turn in a Thorns and Roses and a suggested them for next year's event.

2020 Fall Camporee - Geocaching:

Upon submitting the Patrol Roster on Friday night each patrol will be given the coordinates of the five caches along with clues to help find the caches. Each patrol will be assigned a starting cache for Saturday morning or assigned to finding the height of the main flagpole on the Parade Field to start the day on Saturday. After finding the first cache as assigned or finding the height & GPS location of the flag pole each patrol can then go to the caches in any order desired.

The caches will be small plastic boxes containing tokens denoting which skills event that cache allows entry. Along with the plastic boxes will be a bottle of hand sanitizer. When a patrol finds a cache one Scout should:

1. Apply the hand sanitizer
2. Open the cache box
3. Retrieve the token inside the cache box
4. Drop the token inside of a plastic zip-lock bag
5. Return the cache box to its hiding spot
6. Apply another batch of hand sanitizer

Patrols can choose to find all five caches before attempting the Skills Events or can attempt the Skills Events as the caches are found.

Finding the height of the main flagpole is one of the skills events on Saturday but does not require a token in order to participate. By finding the height of the main flag pole and completing in an orienteering course of 1 mile or greater a Scout should meet 1st Class requirement 4a. Using a GPS device to find the five caches should 1st Class requirement 4b.

2020 Fall Camporee - Skills:

Event/Challenge – **MAIN FLAGPOLE HEIGHT & LOCATION** – Parade Field

Description

This skills event does not require a token to participate. Patrols may participate at any time during the day. There will be an area set aside for Scouts to determine pace.

Flagpole Height – 125 pts - Patrols can use any means to determine the height of the main flagpole in inches on the Parade Field. The points earned for this event will be 125 points minus 5 points per foot the patrol's determined height is off from the correct answer.

Flagpole Location – 25 bonus pts - Patrols will earn bonus points if they can determine the coordinates on the main flag pole using a GPS device within +/- 0.1 seconds N and +/- 0.1 seconds W (this is approximately within 10 ft W and 8 ft N). Patrol will be deducted 2 points for every 0.1 seconds of latitude or longitude away from the actual flagpole location.

Patrols, once they have determined the height and location of the main flagpole should submit their answers to the Adult Leaders at the base of the flagpole.

Required Materials

- GPS Receiver
- Materials need to measure the height of the flagpole

2020 Fall Camporee – Skills:

Event/Challenge – FIRE BUILDING – Council Ring

Description

Patrols will need to build a fire large enough to burn through a string positioned 7 inches above the ground. This is a timed event. The timing will start when the patrol is ready to start and is given the fire building material. The time will stop when the string has been burned through.

No matches, lighters or accelerants are to be used to build the fire. Each patrol will be given a 12” piece of sisal rope, three pieces of shim wood and three pieces of fatwood to build the fire lay. Patrols may also use natural materials from the general area in the building of the fire lays.

The fastest time will earn 200 pts for this event. Each subsequent place will earn 2 points less than the place above them.

Required Materials

- Striker, flint & steel, sparker or any other spark producing instrument not containing an accelerant is acceptable.

2020 Fall Camporee – Skills:

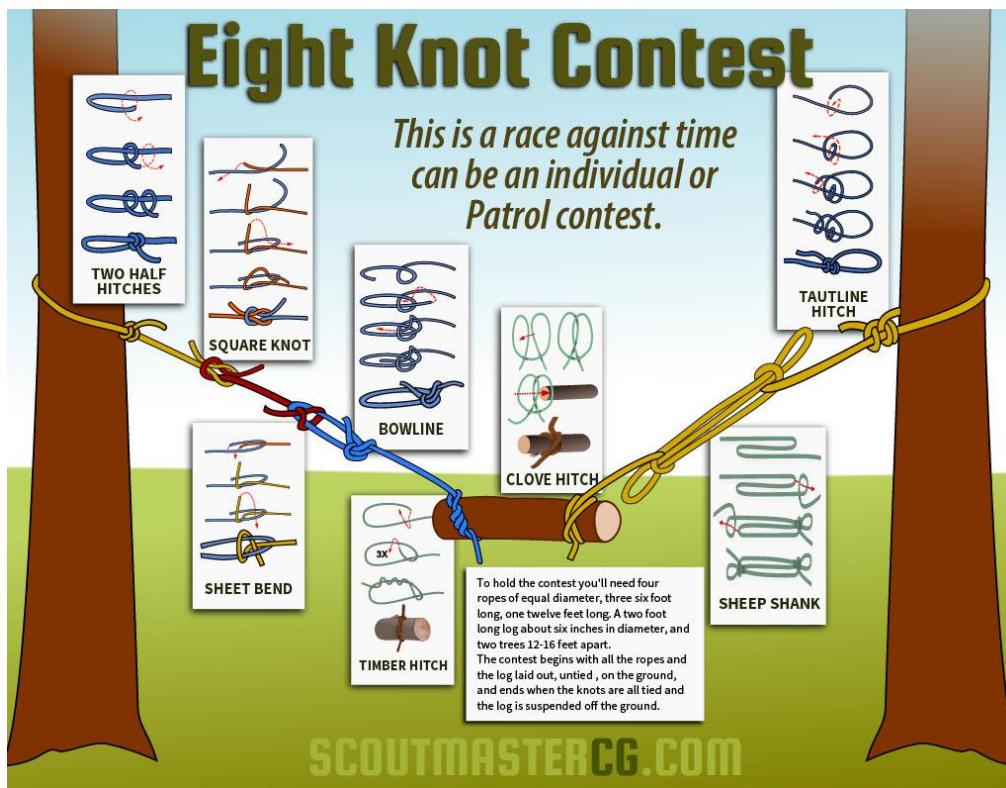
Event/Challenge – **KNOT TYING** – Near McMillian Bldg.

Description

Patrol must suspend a small log above the ground (not touching any leaves of grass will count as suspended) using the following knots: Two half hitches, square knot, sheet bend, bowline, timber hitch, clove hitch, sheep shank, taut line hitch. This task can only be accomplished by using the three 6ft ¼” ropes and the one 12ft ¼” rope each patrol should bring with them. The best way to accomplish this challenge is to tie the knots in the order shown below in the diagram below. Thank you to Clarke Green of ScoutmasterCG.com for the Eight Knot Contest pdf.

This is a timed event. The fastest patrol to complete challenge will receive 200 pt. Each subsequent slower patrol will receive 2 fewer points than the patrol above it. Patrols that unable to successfully suspend the log will earn 15 points for each knot correctly tied.

25 points will be given to each patrol that has properly whipped or fused ropes.



Required Materials

- Three 6ft ¼” ropes properly whipped or fused (ropes do not need to be ¼” but paracord will likely not hold together for this challenge)
- One 12ft ¼” rope properly whipped or fused (make sure the rope is the same size as the 6ft ropes above)

2020 Fall Camporee – Skills:

Event/Challenge - LASHING – Archery Range

Description

Patrols will need to lash a triangular walker as seen in the diagram below. Patrols that can then move a single scout across a 10 ft area using this lashed walker will earn additional points. Thank you to Clarke Green of ScoutmasterCG.com for the Alligator River pdf. Points breakdown:

- 125 points for correctly building the walker
- 100 points for moving a scout across the ten ft area
- 25 points for correctly whipped or fused ropes

The Challenge

The group is divided by a river full of alligators. These alligators are so fierce that anyone who even touches the river is consumed instantly. The team must transport one member across the area representing the river without letting them touch the river.

Equipment Three 5' staves; three 6' lashing ropes; three guy lines at least twice as long as the river is wide.

The Solution

The team lashes together a triangular walker and attaches guy lines at each corner. Three players on each side of the pit control the ends of the three guy lines.

The triangle walker stands upright and one member climbs on the crossbar as the players controlling the guy lines "walk" the walker across the pit by tipping it from side to side and moving it forward.

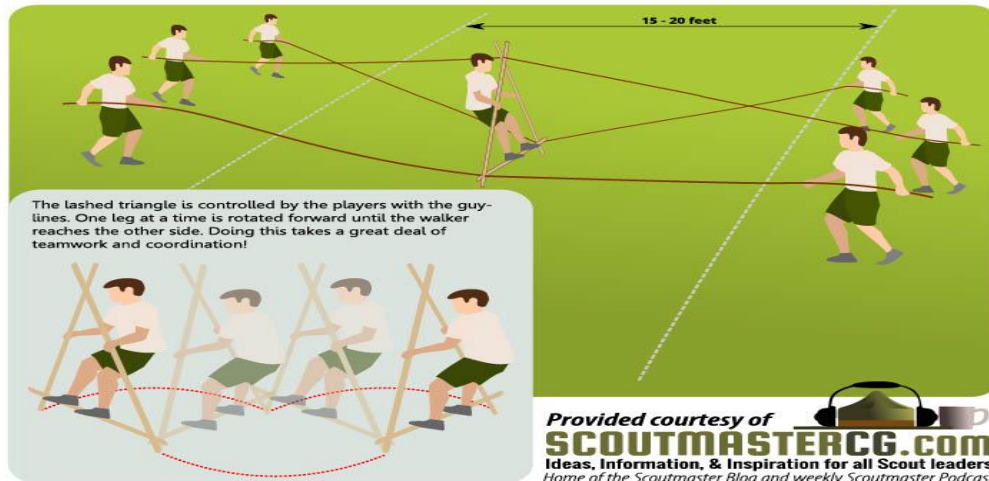
ALLIGATOR RIVER

Variations

- The walker can be given to the team already lashed together.
- Can be a race between two or more groups.
- Try giving the group a set time to accomplish the challenge.

Notes

This challenge involves considerable strategy and invention. If the group is getting frustrated a few leading questions may help them find the solution.



Required Materials

- Three 25ft ¼" ropes properly whipped or fused
- Three 6ft ropes for lashing three 5ft Scout staves together
- Staves will be provided and be disinfected between use

2020 Fall Camporee – Skills:

Event/Challenge – BEAR BAG CHALLENGE – Low COPE Area

Description

Patrols will be presented a group of objects that are likely to be brought along on an overnight trip into bear country. The Scouts will need to identify which objects belong in the bear bag. The Scouts will then have a chance to properly store the bear bag. The patrols can reuse the 25ft ropes from the lashing challenge if necessary. Points will be distributed as follows:

- 100 points for identifying each object that should go into the bear bag. Patrols will lose 3 points for each object incorrectly left out of the bag.
- 100 points for properly storing the bear bag

Required Materials

- One or more of the three 25ft ¼” ropes from the Lashing challenge can reused for this challenge, if necessary

2020 Fall Camporee – Skills:

Event/Challenge – **SCOUT JEOPARDY** – Cargill Pavilion

Description

Patrols will have a chance to answer questions in the topics of Geocaching, Orienteering and Scout Skills. There will be answer values of 5, 10, 15 and 20 for each category. For final jeopardy, the Scouts will be able to risk any amount of their current points earned in this event on the final question.

Required Materials

- Pen or pencil to record scores for the patrol

2020 Fall Camporee – Orienteering

Erwin Pavilion

The Miami Valley Orienteering Club will set up a white (easiest), yellow and orange orienteering courses throughout the entirety of Camp Birch. Scouts will work in pairs (for Youth Protection) to run these courses to earn points for the patrols. Course descriptions:

- White course (1.8km) – 50 points awarded to the patrol for every pair of Scouts that complete the course. Average time to finish is 15 minutes. For every minute faster than the 15 minute average completion time a pair of Scouts will earn 2 bonus points. No points will be deducted for completion times greater than 15 minutes. If a pair mis-punches, or do not finish (DNF), they will get 2 point for each control they punch correctly. The Scouts will be warned that a search party will be sent for them if they do not finish within 1 hour
- Yellow course (2.6km) - 65 points awarded to the patrol for every pair of Scouts that complete the course. Average time to finish is 30 minutes. The time bonus will be 2 point per minute faster than 30 minutes. A time penalty of 15 points will be deducted if a pair finish over 30 minutes. If a pair mis-punches, or DNF, they will get 2 point for each control they punch correctly. The Scouts will be warned that a search party will be sent for them if they do not finish within 1 hour
- Orange course (3.9km) - 75 points awarded to the patrol for every pair of Scouts that complete the course. Average time to finish should be 45 minutes. The time bonus will be 2 points per minute faster than 45 minutes. Time penalty will be 2 point deducted for each minute after 45 minutes. If a pair mis-punches, or DNF, they get 0 points. The Scouts will be warned that a search party will be sent for them if they do not finish within 2 hours. Any pair starting after 4:00 PM will be considered DNF at 5:30 PM and earn 0 points

2020 Fall Camporee – Night-O/Search & Destroy-O

Erwin Pavilion

In the evening, the MVOC will be setting up a Night-O/Search & Destroy-O course for all participants to run. These events will not be a part of the patrol events and adults are encouraged to participate in the event. There will be awards for the fastest Scout pairs/threesomes per age group. The age groups are:

- 10 through 12-year-old Scouts
- 13 through 15-year-old Scouts
- 16 & 17-year-old Scouts

The oldest Scout in each pair/threesome will be the determining factor in the age group in which they compete. For example, if a group has a 13-year-old Scout, a 15-year-old Scout and a 16-year-old Scout the group will only be considered for awards in the 16- & 17-year-old age group.

Night-O/Search and Destroy-O has 20 control points for the score-style course. The event will be a mass start event signaled by the blowing of an air horn. All groups must submit their roster prior to the start and all groups will start at the Erwin Pavilion. A pair getting every control point will be running close to 5km. Each control is worth 1 point. Groups have 1 hour to find and punch as many control points as they can in any order they wish. Before the 1-hour time limit is up, the groups must return their punch card to the starting point to be eligible for the Search & Destroy-O. Groups not back at the starting location when the horn sounds for the S&D will not be eligible to compete in the S&D and will have 5 points deducted from their Night-O score. After 1 hour, the air horn will be blown again to signal the start of S&D. A group will get 1 point for every control point that they untie and bring back to the starting location. If control stands are used to hold up the control points then the group will get 1 point for the stand, too. The S&D will continue until all 20 control points and stands are returned to Erwin Pavilion. The winning group for each age range is the groups with the most points accumulated between both events, with a tie breaker being how fast you finished the Night-O portion.

Night-O/Search & Destroy-O Roster

_____ Age: _____

_____ Age: _____

_____ Age: _____

Night-O/Search & Destroy-O Roster

_____ Age: _____

_____ Age: _____

_____ Age: _____

Night-O/Search & Destroy-O Roster

_____ Age: _____

_____ Age: _____

_____ Age: _____

Point Summary Sheet:

Event	Point Category	Points	Bonus/Penalty
Flagpole Height & GPS Locations	Determine Flagpole Height	125 points	-5 point for every foot incorrect
	Determine Flagpole GPS location	25 points	-1 points for each 0.1 seconds latitude/longitude incorrect
Fire Building		200 points	Fastest patrol gets 200 points. Each next slower patrol receives -2 points per place
Knot Tying	8-Knot Challenge	200 points	Fastest patrol gets 200 points. Each next slower patrol receives -2 points per place. Patrols that cannot complete get 15 points per correct knot
	Properly Fused or Whipped Ropes	25 points	
Lashing	Lash Walker	125 points	
	Transport Scout 10 ft using Walker	100 points	
	Properly Fused or Whipped Ropes	25 points	
Bear Bag Challenge	Identify Items for the Bear Bag	100 points	-3 points for every object not correctly put into the bag
	Properly Store Bear Bag	100 points	Points will be deducted for improper storage
Scout Jeopardy	General Questions	150 points	Points will not be deducted for incorrect answers
	Final Jeopardy	Patrol Wager	Points will be deducted for incorrect answer
Orienteering Courses	White	50 points per Scout pair completing course	+2 points for every minute under 15 minutes that the pair finishes the course. +2 points for every control point punched if pair mis-punches or DNF

	Yellow	65 points per pair completing course	+2 points for every minute under 30 minutes that the pair finishes the course. -15 points for finishing the course after 30 minutes. +2 points for every control point punched if pair mis-punches or DNF.
	Orange	75 points per pair completing course	+2 points for every minute under 45 minutes that the pair finishes the course. -2 points for every minute over 45 minutes. No points for mis-punch or DNF.
Scouter Volunteers		100 points per adult volunteer	Patrols will get credit for the first two adult volunteers.
Patrol Flag & Yell		150 points for presenting the patrol flag and giving the patrol yell to Fall Camporee Chair	-1000 points if patrol yell is inappropriate in respect to the Scout Oath or Law