

2021 TECUMSEH COUNCIL Scouts BSA Fall Camporee

INFORMATION GUIDE

OVERVIEW

The 2021 Tecumseh Council Fall Camporee will be held on Oct 8 - 10 at Camp Birch, 4057 Swimming Pool Road, Yellow Springs, OH

The fall camporee will have a Spy Theme. On Saturday morning and afternoon patrols will participate in events involving signals and codes, puzzle solving, as well as traditional camporee events such as fire building, knot tying and rifle shooting

On Saturday evening individual groups of 2 -3 Scouts will have an opportunity to compete in a special orienteering event courtesy of the Miami Valley Orienteering Club called a Spy-O. This may be the world's first Spy-O, so don't miss out! Adult leader teams are welcome to participate in the Spy-O event.

7- 8:30 AM	Breakfast (troops provide at their campsites)
7 – 8 AM	Late registration
8:30 AM	Morning Flags 8:30 @ NYLT Flagpoles
9 – 12 PM	Events
12 - 2 PM	Lunch (troops provide at their campsites)
2 - 5 PM	Finish Events
5 PM – 7 PM	Dinner (troops provide at their campsite)
7 – 8 PM	Campfire & Awards @ Turner Back Porch
8 – 9 PM	Spy-O @ Turner Back Porch

GENERAL INFORMATION

Registration

Registration is through the Council Office Online registration.

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

Cost: \$20 per youth; first two adults are free, \$10 per adult after the first two.

All registrations will be \$25 per person after Oct 6 or day of the event.

Volunteers

Each unit is asked to support the Camporee by providing at least two volunteers 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. Scouts BSA Troops will be assigned a campsite based on the size of unit.

Check-in

Troops will be able to bring their troop trailers in on Thursday before the Camporee, if needed. Please contact the Camp Ranger 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.

Although Scouts and adult leaders will not be required to wear masks during the camporee, we do ask anyone who feels sick or shows any of the symptoms associated with COVID-19 not attend the event.

Camporee Rules

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. Follow the Scout Law.
4. Scouts are never to enter anyone else's campsite without first asking and then being given permission to enter.
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 (most phones will allow GPS coordinate inputs in the map app)

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. A Scout is Clean.

Health and Safety

A Health Officer 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.

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. 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 theme for next year's event.

2021 Fall Camporee:

The 2021 Fall Camporee should be a fun and challenging event. The overall goal is for Patrols to find and defuse a bomb hidden by the enemy before the bomb explodes. The patrols will start with the location of a dead drop they must find to learn the code phrase needed to gain the trust of the agents at either the Fire Building, Night Breakout, Target Practice, Recovery Mission, Covert Ops and Escape: Campsite challenges. At the Fire Building, Night Breakout, Target Practice, Recovery Mission and Covert Ops challenges the Patrols will be given a clue to the bomb defusing code and the location of another nearby dead drop. The Escape: Campsite challenge will only give the code phrase needed for the Radio Antenna challenge. Patrols should not move on to the Radio Antenna challenge until they have completed all the challenges already listed above. The Radio Antenna challenge will lead to the Semaphore challenge which then leads to the Morse Code Challenge and finally to the Bomb Defusing. If a Patrol gets to the bomb defusing area without getting the clues from the Fire Building, Night Breakout, Target Practice, Recovery Mission and Covert Ops challenges they will be unable to defuse the bomb and will be eliminated.

The dead drop information will either be a map of some kind or a GPS coordinate. The dead drop marker should be easy to find once the Patrol is in the correct location.

Those Patrols not able to complete the Target Practice, Recovery Mission or Covert Ops challenges can appeal to Agent 002 for assistance. Agent 002 will be introduced at morning flags. Morning flags will take place at 8:30 AM at the NYLT flagpoles near the Erwin Pavilion.

Event/Challenge – Fire Building – Council Ring

Description

The Patrol is pinned down in the wilderness by enemy patrols and must start a fire for survival. The actual fire building will be easy during this event. Patrols will be provided with kindling, tinder, and a fire starter. The goal is to build a fire large enough to burn through a string placed 8 – 10 in. above the fire. The harder part of this event will be obtaining each item. The patrols will have to solve a puzzle before being given each item necessary to build the fire.

This will be a timed event. The fastest Patrol will be recognized at the campfire prior to the Spy-O. After accomplishing the mission, patrols will be given the location of a nearby dead drop and a clue to the bomb defusing.

Event/Challenge – Blind Obstacle Course – Shooting Sports Field

Description

All members of the Patrol except for the PL have been captured by the enemy and must try to escape. All the members of the Patrol except for the PL will be blindfolded. The blindfolded Patrol members will traverse the obstacle course in one unbroken chain of Scouts while being guided by the PL.

This event will be timed, and Patrols will be penalized 30 seconds for every instance of the chain being broken. The fastest Patrol will be recognized at the campfire prior to the Spy-O. Patrols will receive the location of the nearest dead drop and a clue to the bomb defusing at the successful completion of the event.

Event/Challenge – Target Practice – Rifle Range

Description

A good spy needs to be a good shot and to be a good shot a Scout must practice. Each Patrol will have 12 shots at a target and must have, at least, three different Scouts practice their shooting.

Each Patrol hitting three targets will receive the location of a nearby dead drop and a clue regarding the bomb defusing. The best shooting Patrol will be recognized at the campfire prior to the Spy-O. A patrol not completing their objective will need to find Agent 002 to get the dead drop location and a bomb defusing clue.

Event/Challenge – Covert Ops – K Lodge

Description

Valuable information needed to defuse the bomb is in an enemy building. Each member of the Patrol will enter the building, one at a time, until the information has been retrieved. If the Scout sets off the alarm they will be captured by the enemy guards. Before being dragged off to the enemy prison the Scout will be able to get one short message back to the remaining members of the Patrol to aid in finding the information. A successful patrol will have, at least, one Scout reach the information cache and return to the entrance of the building.

The information gained by a successful patrol will give the location of a nearby dead drop and a clue about the bomb defusing. A patrol not completing their objective will need to find Agent 002 to get the dead drop location and bomb defusing information.

Event/Challenge – Recovery Mission – Woolf Pavilion

Description

A fellow spy was captured before being able to return the valuable information she had stolen from the enemy. Before capture she dropped the information in a secure area. The Patrol's job is to retrieve the information from the failed mission. The Patrol will be provided ropes, etc. to retrieve the crate containing information.

This is a timed event and the fastest team retrieving the information will be recognized at the campfire preceding the Spy-O. The information gained by a successful patrol will give the location of a nearby dead drop and a clue about the bomb defusing. A patrol not completing their objective will need to find Agent 002 to get the dead drop location and bomb defusing information

Event/Challenge – Escape Trail – Near Adams Bldg.

Description

The Patrol has been trapped along a trail by the enemy. To get through the trail before the enemy closes in the Patrol must solve a series of puzzles along the route. When the Patrol finally slips away from the enemy they will be given the code phrase needed to gain the trust of the agent at the Radio Antenna challenge.

This is a timed event and the fastest team retrieving the information will be recognized at the campfire preceding the Spy-O. Patrols will be given hints if they are struggling to solve the puzzles.

Event/Challenge – **Radio Antenna** – Cargill Pavilion

Description

An undercover operative deep within the enemy's organization needs the password to the enemy's Director of Operations computer to gain information about the location of the bomb. An enemy cache containing the password was tagged with a radio transmission device by a local resistance group. The Patrol will be provided with a radio antenna that can triangulate the location of the cache. In the cache the Patrol will find the location of the password that is needed by the undercover operative at the Semaphore challenge.

Event/Challenge – **Semaphore** – Main Flagpole

Description

The Patrol needs to signal to the undercover operative the computer password obtained from the radio transmitter cache using semaphore. The undercover operative will send an encrypted file to HQ with the location of the bomb. The operative will then wipe the computer of all data before sending, by semaphore, the encryption key to unlock the file at HQ. The Patrol will need to take this encryption key to the Morse Code challenge and send the key, by Morse Code, to HQ

A copy of semaphore signaling is included in the index of this information guide.

Event/Challenge – Morse Code – Turner Bldg

Description

The Patrol needs to send a message with the encryption key back to HQ to allow HQ to unlock the file revealing the bomb's location. The Scouts will need to transmit, via Morse Code, the encryption key word received at the Semaphore station. When successfully transmitted the Patrol will receive a reply from HQ telling them where the bomb is located

A copy of Morse Code is included in the index of this Information Guide.

Event/Challenge – Final Bomb Defusing –????

Description

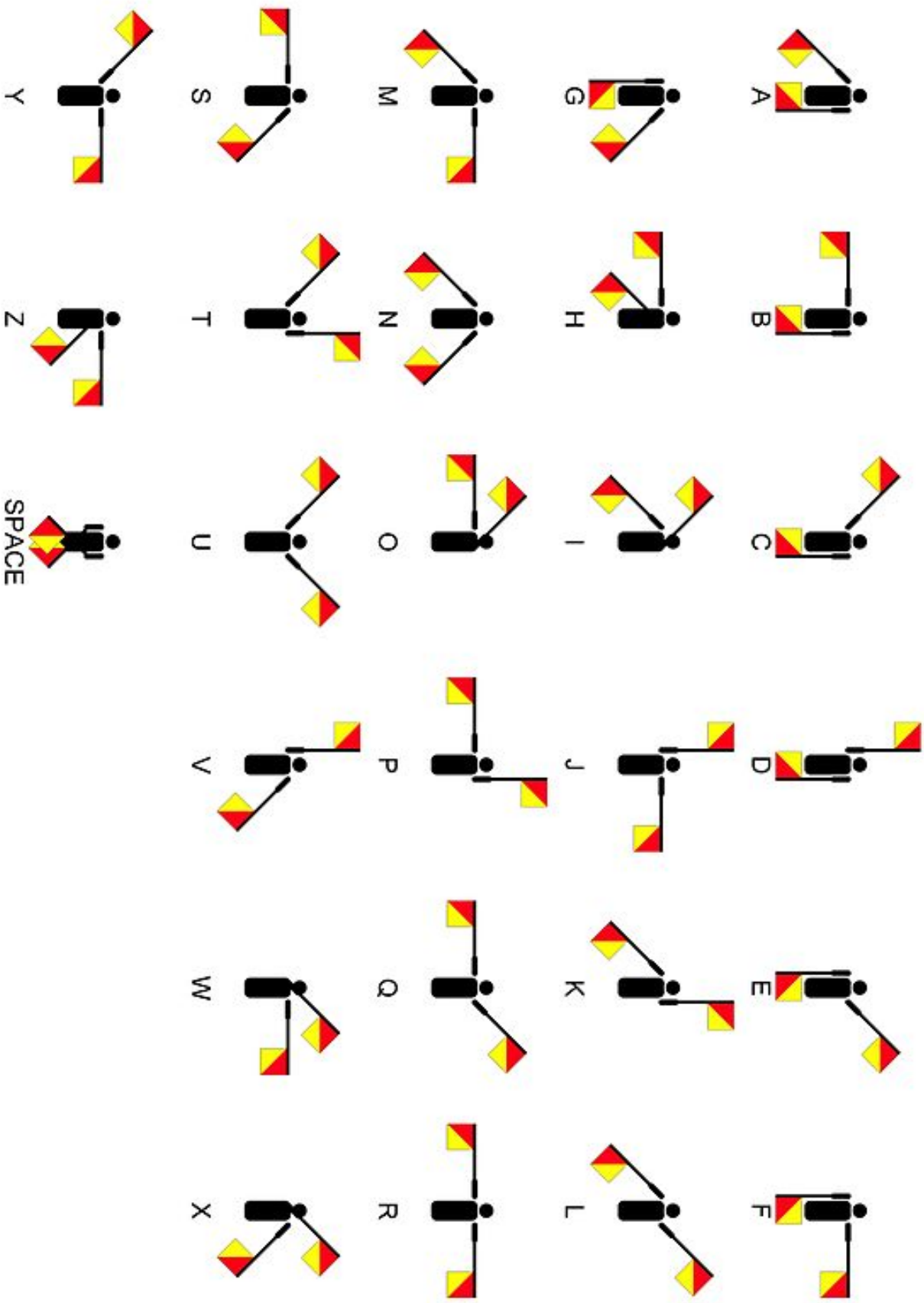
When the Patrol approaches the bomb a proximity switch will activate at timer. The Patrol will have 4 minutes to unlock the device holding the wire cutters and the instructions for cutting the wire to defuse the bomb. The code to unlock the device holding the wire cutters and instructions will have been gathered by the Scouts at the fire building, Target practice, blind obstacle course, covert ops, and mission recovery challenges. Without those pieces of the code the Scouts will not be able to unlock the device to defuse the bomb. Each Patrol that defuses the bomb will be recognized at the campfire prior to the Spy-O.

2021 Fall Camporee – Spy-O

Back of Turner Bldg

The Spy-O will be like a Night-O orienteering event with the exception that one 2 -3-person team will be randomly chosen at the start of the event to be the Spy team. The Spy team will start later than the rest of the teams and instead of looking for control points the Spy team will be searching for other teams. If the Spy team catches another team, they must exchange cards and the “tagged” team becomes the new Spy team. The Spy-O event will take place for 1 hour and like a typical Night-O, teams will be penalized for exceeding the hour limit. The full rules will be available at check-in on Friday night and will be explained again before the event begins.

We will have a campfire prior to the Spy-O event. The campfire will start at 7:00 PM behind the Turner Building. The Spy-O will start after awards are handed out. The Spy-O will start and end behind Turner. As teams returns from the Spy-O we will have S’mores available at the campfire area.



International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

A ● —
B — ● ● ●
C — ● — ●
D — ● ●
E ●
F ● ● — ●
G — — ●
H ● ● ● ●
I ● ●
J ● — — —
K — ● —
L ● — ● ●
M — —
N — ●
O — — —
P ● — — ●
Q — — ● —
R ● — ●
S ● ● ●
T —

U ● ● —
V ● ● ● —
W ● — —
X — ● ● —
Y — ● — —
Z — — ● ●

1 ● — — —
2 ● ● — —
3 ● ● ● — —
4 ● ● ● ● —
5 ● ● ● ● ●
6 — ● ● ● ●
7 — — ● ● ●
8 — — — ● ●
9 — — — — ●
0 — — — — —