

How To Run A **BOY SCOUT CAMPOREE**

A Planning Guide



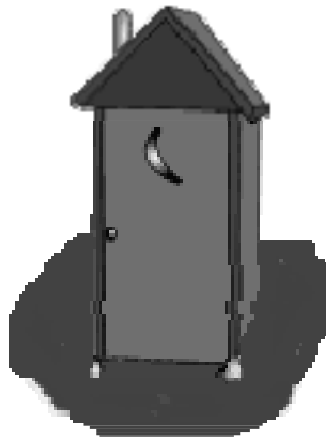
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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or use expressions which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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Foreword

THE Camporee idea of short-term Patrol System camping was brought to Canada in 1937 by W. George Mason, then Commissioner for the Halton (Ont.) District, and Arthur E. Paddon, then Field Commissioner for Central and Northern Ontario, who learned about it while attending the First National Jamboree of the Boy Scouts of America in Washington, D.C. They adapted it to Canadian conditions and in 1939 ran an experimental Camporee at Blue Springs Scout Reserve in conjunction with a Commissioners' Training Conference. Eight Troops, to which invitations were sent, sent ten Patrols.

Following this experiment, which was highly successful, Ontario Headquarters published a Service Bulletin on Camporees and encouraged Districts to run Camporees of their own. The number which did so increased from year to year. Camporees varied in size from two and three Patrol events to large Camporees with as many as 50 and 60 Patrols. A Winter Camporee is an annual feature of the Windsor District's program. Ontario Sea Scouts have adapted the Camporee idea to Sea Scouting and have given the name "Sea Scout Rendezvous" to their counterpart of the "Land" Scouts' Camporee,

New ideas which developed out of actual experience with Camporees were incorporated in revised editions of the Ontario bulletin.

This pamphlet published by Canadian Headquarters is based on material developed as above and is issued to encourage the general adoption of the Camporee idea throughout Canada. The suggestions contained herein have been tried out over a number of years and proved workable.

Districts and Individual Troops organizing Camporees may use these suggestions with confidence as a basis for their planning, making necessary adjustments to suit conditions in their areas. Canadian Headquarters is grateful to the many Scouters who have contributed from their experience ideas and suggestions and solicits further suggestions from Scouters who will use the plan in the future.

WHAT IS A CAMPOREE?

A Camporee is a Scouting adventure for Boy Scout Patrols working under the leadership of their own Patrol Leaders. It is a useful means of encouraging hiking, camping and other out-door Scouting activities, and an excellent preliminary training for Patrol System summer camps.

A Camporee may be run as a Troop project with the Patrols of a single Troop participating, or it may be run on a district basis, with Patrols from a number of Troops taking part.

A Camporee is not a competition in which there is a winner declared, but an opportunity to achieve a standard set up by the Camporee Committee. All Patrols have an equal opportunity to earn recognition by striving for the top standard in camping. On the basis of the points earned each Patrol is graded "A", "B" or "C". (See grading and scoring, Page 4).

A Camporee is definitely a boys' activity, and for that reason the Scoutmaster, while attending the Camporee, should give no supervision to his own Patrols. It is important to

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remember that while the Camporee is a form of competition, first consideration should be given to making it a happy Scouting adventure.

PRE-TRAINING

The standard attained by a Patrol at a Camporee will depend entirely upon the Pre-Camporee Training received in the Troop. This is where the Scoutmaster plays his role. Patrols should be given the training necessary for participation in a Camporee. A study of the score sheets at the end of this pamphlet will outline the activities in which special training is required. A Troop Camporee is a worthwhile preliminary to a District Camporee.

Special attention should be given to internal Patrol organization, division of duties, etc., as those are points in which Patrols are too often weak.

The Boy Scouts of America "Handbook for Patrol Leaders" will be found most useful as a guide to Patrol Camping methods.

HOW IT OPERATES

Each Patrol participating in the Camporee is assigned a Patrol site measuring at least 40 by 50 feet, upon which the Patrol must erect its Patrol camp, complete with sleeping tent, fire-place for cooking, dry and wet pits, wood cutting place, latrine, etc.

The Patrols. Encouragement should be given to the participation of regular Patrols within the Troop, and where this is not possible, composite Patrols made up from members of the same Troop, are better than the Troop being denied the opportunity to take part. Each Troop should be free to enter as many Patrols as it wishes. However, these Patrols should consist of not more than eight boys and not less than five – the Patrol Leader included.

Instructions to Patrols. Instructions to Patrols should be very clear. They should state what is expected in the matter of tents, kits, food, containers, etc. Proper menus should be prepared by Patrols beforehand, and food lists made up, which must be available for inspection by Camporee Observers. Scouts should bring food which requires cooking, rather than canned foods, and lightweight foods should be considered. Food should be purchased in Patrol quantities and prepared in Patrol lots. Patrols eat as units, and not as individual boys.

Each Patrol must come to the Camporee completely self-contained and correct Scout uniform should be insisted upon.

The Camporee Committee may lay down its own rules regarding transportation of Patrols and equipment to the Camporee site. Scouts should hike not less than the last half mile (preferably further) to the site with their equipment on their backs.

Each Patrol should be made aware of the subjects on which they will be graded.

Patrols should be given to understand that their camping methods and conduct will be under observation by the Observers from the time of their arrival until their departure.

Each Patrol should draw a number on arrival and for the duration of the Camporee should be designated by number only.

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Grading and Scoring

Inspecting and grading of Patrols should be carried out by the judges with the least possible interference with the Patrols as they carry on their work. Observers should be issued with prepared score sheets of the type suggested on Page 10.

It is essential that there be a sufficient number of Observers on the staff so that each section or part of a section of the scoring can be assigned to one man, who will rate all the Patrols participating in that particular section. This assures an even standard of appraisal. Observers, after making inspection, should point out to the Patrols where they lost points, and show them how to improve their methods.

Patrols are scored on a possible 200 points. (The total possible number of points may be set by the Camporee Committee as long as there is an equitable breakdown for the various sections.)

The grades would be as follows:

Grade "A" Patrol180 to 200 points (90 to 100%)

Grade "B" Patrol150 to 179 points (75% to 89%)

Grade "C" Patrol120 to 149 points (60% to 74%)

Patrols receiving less than 60% would not be graded.

Recognition. Recognition may be made as the Camporee Committee decides, taut experience has shown that Scouts prefer pennants, suitably worded for the Patrol. Some Camporees also issue crests to all participants to be worn on windbreakers, campfire robes, etc. These crests, like the pennants, would carry the name and year of the Camporee. The Registration fee should include the cost of crests (about 50c. each).

General

The success of any Camporee depends on punctuality, therefore instructions should stress this point. It should be pointed out that Patrols are penalizing themselves by late arrival, by limiting the amount of time they have for setting up camp before the first inspection.

A good two hours should be given Patrols as an initial period for setting up Patrol sites before the first inspection is made. Other inspections are as suggested on the score sheet.

Patrol activities should be natural and not forced.

Patrols should be encouraged to build cooking fires of the short term camping variety, rather than the more elaborate fires used for long term camps. Cooking with charcoal should not be discouraged where Patrols prefer that type of cooking.

Camporee Staff

It is suggested that the following staff is required to operate a successful Camporee.

Camporee Chief, who would give general supervision to the whole Camporee, and who would be prepared to make on-the-spot decisions when necessary. He should be a man highly respected in the District. The District Commissioner would probably be the ideal choice.

Chief Observer. This appointment should go to a man well versed in camping methods. His duties would include general supervision of the judging, and he should be available for consultation with the Observers on any point of difficulty.

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Observers. These should be men well qualified to judge in the section to which they are assigned, and sufficiently experienced to be able to make useful suggestions to the campers. Some Districts invite Scouters from neighbouring Districts to act as observers. In any event complete impartiality and objective observation should be the guiding principle of the observer staff.

Observers would be required for the following purposes: –

1. For personal inspections, uniform, packing of equipment, Patrol Spirit and organization;
2. One for each of the Camporee projects, well versed in the particular project (signalling, compass, cooking, etc.)
3. One for layout and Patrol Site generally, including sanitary arrangements.
4. One on food, fires, preparation and serving of meals.
5. A number of additional observers to assist those mentioned above, where the number of participating Patrols suggests the need.

Secretary. To keep the records of the Camporee and to prepare a report at its conclusion,

Staff Cook. A cook will be necessary if the observer staff is to be able to devote the necessary time to its work.

Service Scouts. Two or three Scouts to assist the cook, act as runners, etc.

All Camporee officials should meet in conference before the Camporee, so that they will be fully informed of their duties, the equipment each will be required to bring, and whether or not tentage will be supplied for their use.

Much of the success of the Camporee will depend on how well informed the Camporee staff is on all phases of its operation.

CAMPOREE PROJECTS

Projects form a most interesting part of a Camporee programme. From two to three hours should be allowed for them. All projects should be carried out by Patrols as units. Scoring possibilities should be the same for each project, and each Patrol should complete four projects of their own selection. Projects could be graded 5 points, 3 points, 2 points, so that a Patrol which is excellent on all four projects could obtain the maximum of 20 points as laid down in the scoring schedule.

The reason for suggesting that projects be of the Patrol's own choice, rather than by assignment, is that different Troops have different specialties and under the assignment system opportunities would not be equal.

Projects may be based upon any phase of camping or out-door Scouting activity. Following are some examples: –

Fire Building. Patrol on the word "Go" will secure wood, and build and light a fire using no more than two matches. No prepared tinder or paper to be used. Fire to be burning briskly enough to burn through a string stretched 18 inches above the ground. On grounds of safety the use of axes should be forbidden. Accidents are more likely to happen when Scouts are racing against time.

Score – Patrol finishing in 7 minutes – 5 points; in 10 minutes, 3 points; good effort 2 points.

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Tent Pitching: (tent either to be supplied by the Committee, or of a size and type to be specified by it.) The Patrol lines up with tent folded, poles, pegs, mallets in front. At word “Go” Patrol sets up tent. Tent must be smooth, neat and tight. When erected the Patrol stands at alert in front of tent. All pegs, including brailing pegs, to be in place.

Score – Satisfactory job in 8 minutes, 5 points; in 11 minutes, 3 points; good effort, 2 points.

Height Judging: Each member of the Patrol, separately, will make estimate of height of selected object such as flag-pole, tree, etc. Some method of Scout estimating must be used. Patrol will make estimates as individuals, and scoring will be based entirely on Patrol’s percentage.

Scoring – Within 12 inches of actual height, 5 points; within 24 inches of actual height, 3 points; good effort, 2 points.

Lay Out Square, Compass. Patrol starts at designated point and takes compass bearing with all Patrol members participating. Patrol proceeds 50 paces west, then 50 paces south, then 50 paces east, and finally 50 paces north, using compass to set their course. Score will be on basis of how close the Patrol ends to the starting point. Patrol must not be able to see starting peg, from place last compass bearing is made.

Scoring – Within 3 feet of peg, 5 points; within 6 feet, 3 points; good effort, 2 points.

Knotting. Each Scout in Patrol will give practical demonstration of the following Tenderfoot knots: reef, sheetbend, clove hitch, bowline, round turn and two half hitches, sheepshank. Total Patrol tying time will be added and divided by number of Scouts in Patrol for score.

Scoring – Average tying time 4 minutes or less, 5 points; between 4 and 6 minutes, 3 points; good effort, 2 points.

Cooking. Patrol will cook beef or lamb stew with vegetables, make a pudding of boiled rice with raisins, and hot beverage, (tea, coffee or cocoa). Time limit 1 hour and 45 minutes. Event judged on Patrol organization, cleanliness, cooking and serving. (This could be used as a First Class Test).

Scoring – Based on above points; very good, 5 points; fair, 3 points; good effort, 2 points.

Signalling: Patrol to have one sender and the rest receivers. Patrol is given a standard 30 letter message. Using flags, he sends by either Morse or Semaphore. Patrol to agree on Code. Each receiver will receive and write the message on paper. No repeats, but sender must send slow enough for all his Patrol to receive, otherwise he handicaps his Patrol. When message is completed Patrol Leader will collect slips and check with sender on correct message. Total correct letters received by each member to be added together and then divided by number of receivers to find Patrol average.

Scoring – Patrol average 25 or more correct letters, 5 points, 20 to 24, 3 points; for effort, 2 points.

Other Projects; Water boiling; Wall Tent Pitching, Tent Peg Making, First Aid Relay, Trail Tracking, Sand Track Stories, Improvising Stretcher, Tree Identifications and Lashing are other activities which might similarly be used as projects.

Good Turn Projects: If the opportunity presents itself, a Good Turn project might be included. The Good Turn might be for the Campsite, or for some local farmer, or

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might include a reforestation project. Of course, no points would be awarded for this effort, which would be a means of stressing the Good Turn feature of Scouting.

ADVISE PROVINCIAL HEADQUARTERS. A District or individual Troop, planning to hold a Camporee, is requested to advise Provincial Headquarters well in advance of the Camporee, and to submit reports of the Camporee to Headquarters after the event. If any novel ideas which are felt to be an improvement over this plan are developed, your Provincial Headquarters is anxious to know about them, and will pass them along to Canadian Headquarters. It is only by pooling our discoveries and experiences that we can hope to improve our methods.

SUGGESTED REGISTRATION FORM

File with Camporee Headquarters one week before Camporee

Troop District..... _.....

Please enter our Troop in the Camporee to be held (dates)

at (Place)

We wish to enter. Patrols, each under the leadership of a

Patrol Leader.

We certify that all representatives of our Troop are registered, active Scouts.

Membership of the Patrols will be as follows:

Patrol-.....	Patrol-.....	Patrol	Patrol.....
P.L	P.L	P.L	P.L.....
2	2.....	2.	2.....
3	3.....	3.....	3.....
4	4.....	4.....	4.....
5	5	5.....	5.....
6	6.....	6.....	6.....
7	7.....	7.....	7.
8	8	8.	8.....

Patrols will arrive at Camporee grounds at approximatelyo'clock

hour

on.....
day

Transportation will be by.....

Type of shelter or tentage.....

Amount

Entrance Fee

Enclosed.....,(Signed)—

Scouttmiter

Date

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SUGGESTED TIME TABLE FOR CAMPOREE

(To be varied to suit local circumstances)

SATURDAY

Prior to 1 p.m. Camporee Committee and Observers will set up headquarters, raise flag, and complete own camping arrangements.

1:00 p.m. — Arrival and registration of Patrols. Patrols given first personal inspection as they arrive on camp grounds. Assignment to camp sites in order of arrival. This is a good time for Observers to note Patrol Organization, Leadership of Patrol Leaders, Attention to duties, etc.

5:00 p.m. — First inspection of Patrol camps with particular reference to camp layout, campcraft, shelters, beds, cooking arrangements, etc.

6:00 p.m. — Preparation and serving of supper.

7:30 p.m. — Flag lowering. Prepare for part in Council Fire Programme.

8:30 p.m. — Council Fire. (Recreational—not competitive).

10:00 p.m. — Retire, Lights out.

SUNDAY

7:00 a.m. — Reveille (Early service). Breakfast.

From now until 9:30 a.m. the Patrols should carry on activities of their own under P.L. guidance but at—

8:30 a.m. — There should be a morning inspection by P.L.'s.

9:00 a.m. — Flag Break.

9:30 a.m. — Scouts' Own Service—and opportunities for Scouts of all faiths to attend morning worship (P.O. and R.)

11:00 a.m. — Patrol Projects.

1:00 p.m. — Luncheon.

2:00 p.m. — Break camp.

3:00 p.m. — Inspection of equipment for leaving Camporee.

3:30 p.m. — General assembly. Announcement of standards, presentation of awards. Flag lowering and closing ceremony.

SUGGESTED CAMPOREE SCORE SHEET

PATROL NO _____

	Maximum Points	Points Scored
INSPECTION ON ARRIVAL		
a) Appearance and Approach of Patrol.	10
b) Packing and Carrying of Equipment...	5
INSPECTION (After two hours)		
Progress made, including layout of site ...	20
NIGHT INSPECTION		
a) Firewood and Water	5
b) Tent.....	5
c) Cleanliness	5
d) Fire, Sanitation.....	5
2nd DAY INSPECTION (During Morning)		
a) Personal.....	10
b) Kit and Tents	10
c) Kitchen, Sanitation, Gadgets.....	10
d) Equipment	10
e) Eating Shelter, Food Storage.....	10
f) 1st Aid Facilities	10
FEEDING		
a) Menu, Quantity	10
b) Menu, Balance	5
c) Meals, Quality (cooking)	10
d) Meals, Punctuality.....	5
e) Meals, Service	5
PROJECTS		
a) No. 1 Project.....	5
b) No. 2 Project	5
c) No. 3 Project.....	5
d) No. 4 Project.	5
PATROL SPIRIT AND ORGANIZATION	10
READY TO LEAVE		
a) Site.....	10
b) Patrol Appearance.....	10
TOTAL POSSIBLE POINTS	200
TOTAL POINTS SCORED