



Fall 2006 Camporee

Metro Lakes District

**Phillippo Scout Reservation
Cannon Falls, MN
September 29, 30 – October 1**

2006 Metro Lakes Fall Camporee: "Straight & True"

Metro Lakes Scouts and Scouters:

Your Troop is invited to attend the 2006 Metro Lakes District Fall Camporee. This year's theme is "Straight & True" – a focus on the All-American traits of marksmanship, courage and teamwork. The main events will be the shooting sports – rifle, shotgun and archery with other fun stuff thrown in. The Camporee dates are **September 29, 30 and October 1**. The camporee is at **Phillippo Scout Reservation** in **Cannon Falls, MN**. This may be a new and unfamiliar camp to a lot of Troops so please read all the enclosed material. New location, new surroundings – patience is required.

We are camping at the Father Brown field near Seonee lodge. The camping will be an open field in assigned areas – "Jamboree style". Vehicle access to your immediate tenting area is very restricted – plan accordingly. Individual Troop ground campfires are not possible. Actual campfire regulations will be finalized on Friday night of registration.

This registration packet outlines the theme and events planned so you can publicize it to your Troop. In addition to Rifle, Shotgun, Archery there is water balloon artillery, tomahawks, nerf ball shooters, compass course and first aid. A number of historical re-enactor groups are scheduled to attend. 2nd Yr Webelos are invited so please contact your Packs and get a head start on recruiting new Scouts. Guide to Safe Scouting rules will not permit Webelos to use firearms but other activities are open to them.

Please take note of this next statement – **SPACE IS LIMITED**. With only one rifle range, one archery range and one shotgun range available its not possible for every Scout to participate in every range in one day. Attendance is expected to reach 300 Scouts. Pre-registration is strongly encouraged. Each patrol will choose a "package" of ranges to attend – one package per Patrol – listing a 1st and 2nd choice. Range slots will be filled on a "first come, first served" basis. Depending on the size of participation range time cannot be guaranteed. If Patrols in your Troop do not receive one of its choices due to the slots being full there will be reduction in the fee per Scout.

As in years past we will have a food drive. The food shelves are always happy to receive the food at this time of year. **And - as usual we will be giving a cup of Root Beer away to each Scout (or Webelos) who brings us two cans of food.** Please promote this to the youth in your Troop.

More than a typical Camporee this event will require a significant quantity of adult and youth staff. The rifle, shotgun and archery ranges require multiple adults to ensure a safe event. If you or someone you know is NRA or NAA certified please contact me at the emails or phone numbers below. If you or someone you know has experience with firearms, archery and are familiar in assisting youth to use them safely please contact me also. With many exciting activities planned for the 20 or so Troops **we need Staff Members!** Each Troop is asked to encourage one Adult and one, preferably two older Scouts (not currently an SPL or PL) and who are OA members to volunteer to work on the Camporee Staff. Please contact Dane Ryan if you would like to be on staff that weekend.

If there are any adults who would like to assist with the planning and staffing for future Camporees, you can also contact me, as fresh ideas are always welcome for these events. Call me or email at the locations below if you are interested in being either on staff for either this Camporee, or are interested in helping with planning future Camporees.

I am looking forward to seeing all of you at the Camporee!!!!

Tom O'Mara
Metro Lakes District Camping Chairman
612-824-9568 Home
612-810-8701 Cell
651-796-6206 Work
tomara@enclos.com
omaras2k@hotmail.com

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General Information

First Aid

First Aid will be available at Seonee Lodge. However, each Troop should be able to take care of minor injuries. Injuries requiring medical attention should be reported to and attended by the staff at Seonee Lodge. Please have proper medical forms for each person. We will have trained medical personnel on staff for this Camporee.

Permission Slips

Every Scout should have a permission slip signed by their parents/guardians giving permission for any medical treatments, hospital visits, etc. These forms should be kept in the campsite and be readily accessible in the event of an emergency.

Firearms Permission Slips

Minnesota state law requires prior consent of "the minor's parent or guardian" to participate in firearm activities sponsored or furnished by a 3rd party. There is a firearms permission form attached to this flyer – make copies.

EVERY SCOUT MUST HAVE A SIGNED FIREARMS PERMISSION FORM.

This will be verified at check-in Friday night. Please stay on top of this. No signed form – no rifle or shotgun range – there can be no exceptions. As an adult or parent please don't treat this lightly. No one wants to disappoint a Scout so please complete the "paperwork".

Uniforms

Scouts should be in Class "A" uniforms upon arrival, at worship services, Flag Ceremonies, and during the campfire program. During the day on Saturday Scouts may dress in either Class "A" uniforms, or Troop tee shirts. Patrols should dress consistently.

Fees

The cost for the Camporee this year is \$15.00 per Scout or Scouter. As always this includes a nifty patch, camp fees, prizes, cracker-barrel, awards, and other assorted supplies and equipment.

The cost is \$5.00 more than previous camporees and is due to three primary reasons: (1) the Council "per head" camper fee is now \$5.00 – an increase of \$2.50; (2) the Council charges for the cost of ammunition and (3) its anticipated that twice the staff is needed for this camporee -increasing the "per head" fee and food costs or as some know it as – "overhead". Troops not participating in rifle or shotgun will be charged only \$14.00 per Scout.

Camporee Policies

The following rules were made to help us have a successful and safe camping experience. It is the responsibility of the adults in charge to see that Scouts know and understand these rules. Anyone violating them may be asked to leave the camp.

Scout Oath and Scout Law – applies to all Scouts and Scouters

Vehicles: Speed limit is 15 mph

No passengers in back of truck or trailer. Vehicles limited to main roads and parking areas only.

Trailers may be left in a campsite but the vehicles should be moved to the parking lots.

All liquid fuels and propane must be used with adult supervision.

Campfires: We are camping in an open field. There are no campfire rings available for general use. The camp ranger will determine if above-ground fires in portable fire pits will be allowed.

Firearms: Personal firearms, ammunition (live or expended), explosives, fireworks and toy weaponry are prohibited.

Camouflage: Camo pants; shirts and jackets are not allowed

Conservation: Please conserve our natural resources. No digging, trenching, or raking.

ABSOLUTELY no cutting of brush or standing timber is allowed. The Ranger will assess a \$1.00 per foot fine up to the maximum value of the tree for cutting timber.

Adults: At least one responsible adult (21 or older) must be in camp at all times.

Knives: NO straight bladed knives are allowed in camp.

Lights out: Scouts are not allowed out of their site after lights out with the exception of to and from the latrine.

PLEASE respect others during lights out. Scouters are asked to bring roaming Scouts to the headquarters after lights out.

Radios: No radios, stereos, tape players, headsets, Gameboys or related electronics, etc. are allowed in camp. Cell phone use by youth should be kept to a minimum.

Swimming: Any Scout caught swimming or wading in the lakes or river without permission will be asked to leave camp.

Range behavior: Firearms are allowed in the Scouting program because policies and practices focus on safety. Inappropriate or unsafe behavior by Scouts or Scouters (not following range instructions, acting in an "unsafe" manner, jokes about "shooting", etc.) may result in removal from the ranges. Range officers have discretion regarding removal.

Event Schedule

Friday:

7:00 - 9:00 Check-in at Seonee Lodge

9:00 – 10:00 Crackerbarrel for Scoutmasters. We would like at least one adult from each Troop.

The Troop SPL should attend the breakfast in the morning.

10:30 Lights out

Saturday:

7:00 Reveille

7:00-8:30 Breakfast in your sites

7:30 SPL Breakfast

8:45 Flag Raising

9:00 Morning events kick off

11:45 Lunch

1:15 First afternoon events kick off

5:00 Afternoon events end

1:00-6:00 Trading post open at Seonee Lodge

5:00-7:00 Dinner

8:00 Non-Denominational Service

8:30 Flag Retreat

Campfire Following Flag Retreat

10:00 Lights Out

Sunday:

7:00 Reveille

7:30-9:00 Breakfast and break camp

9:00-10:00 Check out and campsite inspections

10:30 All units should be out of Camp. See You In At The Spring Camporee!!

Patrol Requirements

The Patrol will be issued an Event Card indicating the location and time of each event. The SPL will receive the Event Card for each of his Troop's Patrols at the SPL breakfast on Saturday morning. All members of a Patrol must stay together at all times.

There will be water located at the event sites; however, Scouts will be required to have their own cup. There will be no drinking directly from the water jugs allowed.

Each Troop should also plan for a skit for the campfire – it helps to have this planned out in advance. Remember what happened last time to the Troops with no skits.

Patrols should bring: Compass, Pen or Pencil, BS Handbook, Water jug/cup and weather-appropriate clothes & shoes

Straight & True Events:

Sergeant York Marksmanship Award: (Rifle range) Each Patrol member will shoot 5 shots at paper target for individual and combined Patrol score.

SCORING:

Patrol – cumulative score of best 6 targets as submitted by Patrol after shooting.

Individual – best individual score overall

Tiebreaker – number of shots "in the black" – for Patrol and Individual

William Tell Produce Award: (Archery range). Each Patrol member will shoot arrows at archery target. An apple will be in-place at the bull's-eye circle. The goal is to hit the apple as many times as possible.

SCORING:

Patrol – Total number of apples hit.

Individual – total number of apples hit

Tiebreaker – highest number of boys hitting an apple

Iron Pigeon Shoot: (Shotgun range) A clay target manufacturer- "Pretty Tough Targets" – has a quality control report indicating an unknown quantity of clay pigeons have been baked in the kiln too long making them "resistant" to breakage. Your goal, via field-testing, is to prove the quality control report wrong.

SCORING:

Patrol – Total number of clay pigeons hit, minimum 6 boys shooting.

Tiebreaker – highest number of consecutive targets hit.

Daniel Boone Tomahawk Toss (Tomahawk range) Each Patrol member will toss tomahawks at wooden targets. The goal is to stick as many tomahawks as possible.

SCORING:

Patrol – Highest total number of tomahawks stuck in target

Individual - Highest total number of tomahawks stuck in target

Tiebreaker (Patrol and Individual) – highest number of bull's-eyes.

Outgoing Mail: (Water balloon artillery/teamwork) Your patrol is a smoke jumper team inserted to fight a major forest fire in a remote area. After landing HQ informs you of another flare-up from a lightning strike. That fire needs to be put out before reaching epic proportions. However all air assets are tied up and your team is on the opposite side of the canyon and cannot get there in time overland. But you do have a supply of water balloons and a launcher. Accuracy and time is key if you are to prevent it from growing larger

Patrol will be given a fixed number of water balloons and a surgical tubing launcher. The goal is to put out a tea candle some distance away. Teamwork skills will be needed get the best score

SCORING:

Patrol – Least number of shots required to snuff out the "fire"

Tiebreaker – best time starting with the launch of the first shot

Search & Rescue: (Compass Course) In support of UN peacekeeping mission the USA has been flying reconnaissance over the conflict area. A fighter jet has experienced mechanical troubles and the pilot has ejected and parachuted – into unfriendly territory. Your patrol is a Navy Seal Team from the Carrier battle group USS Theodore McLaughlin, CVN -33, on station off the coast of the troubled region. You have parachuted in and your mission is to find information regarding the downed pilot's location and report it back to the carrier via correct radio procedures.

Patrols will complete a compass course for direction and distance. A 20' length of rope will be available for Patrols to determine pacing distance. Instructions on correct radio and phonetic alphabet use will be furnished. Accuracy with a compass is a must to maximize scoring. **ALL PATROLS MUST BRING THEIR OWN COMPASS!!**

SCORING:

Accuracy – Must report correct code back to carrier. Correct code: 10 pts; Incorrect code: 5 pts
Radio procedures - Correct use of phonetic alphabet: 5 pts
Return of all materials provided: 5 pts; failure to return all materials provided: 0 pts
Borrowing Staff compass – minus 5 pts
Tie breaker – best time

Praise the Lord and Pass the Ammunition: (Teamwork- Delta)

A collection of aggressive "mini-bears" is taunting the local human population with bad renditions of Monty Python routines. Your Patrol's mission is to sneak up on these striped Thespians and send them back to where they belong – down the gopher holes.

Patrol members will be spread out some distance apart. Using nerf ball shooters Scouts will "pass the ammunition" forward – station by station – to Scouts closest to the gophers. Scouts at the front will knock the gophers off their stage. The "delta" part of the event is for the Scouts to agree on how to forward the "ammunition" as quietly as possible – one at a time, station to station; load the nerf shooters to maximum and pass them – it will be up to each Patrol. Patrols will be given two attempts at completing the task.

SCORING:

Patrol: Best score of two attempts -minimum number of shots to get all gophers off the stage.
Tiebreaker – best time between Patrols with same number of shots

Medevac: (First Aid, Teamwork) A Seal Team that parachuted into hostile territory to search for a downed pilot has a member injured during the jump. Your Patrol will be inserted by helicopter to get the Seal out and back to the carrier. You must locate the injured Seal, provide first aid for his injuries and safely return him to the LZ where your Patrol will be evac'd

Patrols will be furnished with materials for a stretcher and first aid materials needed to treat the Seal.
THE BOY SCOUT HANDBOOK WILL BE A "MUST" RESOURCE FOR THIS EVENT.

SCORING:

Correctly diagnosing treating both injuries – 10 pts, correctly treating 1 injury – 5 pts
Preparing a stretcher from available materials – 5 pts
Safely returning victim back to LZ for evacuation – 5 pts
Tiebreaker: best time from insertion to lift off

Historical Re-enactments: 2-3 re-enactor groups are invited to attend the camporee. They include a Mountain Man Rendezvous group, the Highland Regiment (1812) and possibly a group from the 1st Minnesota Volunteers (Civil War). Scouts are encouraged to ask questions of the time period, dress, equipment and firearms. Depending on Ranger permission demonstrations of black powder rifles and cannon will be provided.

Food Donations – This is complicated event. It involves every Scout in the Patrol get two cans of food and bringing them to Seonee lodge. Once at the lodge the Scout will hand his two cans of food over to one of the Staff members there. After receiving his just rewards he will also have the opportunity to purchase other items from the

Trading Post. Score: Every Scout is a Winner!! Each one gets a free glass of Root Beer as a prize!!

Pre-Registration Form

This form must be postmarked or received at the West Council Scout office by Thursday, September 21st. Any registration forms postmarked or received after that date will be assessed a \$25 dollar late fee.

Please accurately indicate the number of Patrols. This is key to assigning Range slots. Listing 4 Patrols and showing up with less may take a slot away from another Patrol and will mess up scheduling of events. Patrols should be min. 7- max. 10 boys. Patrols less than 7 will be combined with other Patrols. Every effort is being made to maximize the numbers of boys using the ranges. But the reality is 300 Scouts will not get to shoot rifles and/or shotguns in one day's time. All Patrols will participate in the other events.

Patrols should list each range slot as a 1st or 2nd choice. They will be assigned to one of the choices – not both. Slots will be filled based on "first come, first served" basis. If a 1st choice is not available the Patrol will be assigned the 2nd choice. Units will be notified if range choices are full.

Patrol Name	<u>Rifle & Tomahawk</u>	<u>Shotgun & Archery</u>
Patrol 1 _____	_____	_____
Patrol 2 _____	_____	_____
Patrol 3 _____	_____	_____
Patrol 4 _____	_____	_____
Patrol 5 _____	_____	_____

Troop _____

Scoutmaster _____

Number of Patrols _____

Estimated # of boys _____

Estimated # of Adults _____

Total amount Paid (\$15 per person) _____

Refunds will be made if the expected attendance is not met. Troops who have more show up than pre-registered will not be charged any fees over the registration costs. Units who miss out on range slots will be refunded \$1/per Scout.

Forms should be mailed to:
Northern Star Council, BSA
Attn: Metro Lakes 2006 Fall Camporee
5300 Glenwood Ave
Golden Valley, MN 55422
Acct Code: Metro Lakes 328

Registration Form

(Please bring this form with you to campout)

Troop _____

Scoutmaster _____

SPL _____

Name of Patrols _____

Scouts:

1 _____ 2 _____ 3 _____

4 _____ 5 _____ 6 _____

7 _____ 8 _____ 9 _____

10 _____ 11 _____ 12 _____

13 _____ 14 _____ 15 _____

16 _____ 17 _____ 18 _____

19 _____ 20 _____ 21 _____

22 _____ 23 _____ 24 _____

25 _____ 26 _____ 27 _____

27 _____ 28 _____ 29 _____

30 _____ 31 _____ 32 _____

33 _____ 34 _____ 35 _____

36 _____ 37 _____ 38 _____

Adults:

1 _____ 2 _____ 3 _____

4 _____ 5 _____ 6 _____

7 _____ 8 _____ 9 _____

Total Participation _____

Registration Fee: \$15.00/Attendee

Payment Method: Troop Check _____ Cash _____ Personal Check _____

Late Fee (if applicable) \$25 _____

Total Due _____

Northern Star Council

Permission to Participate in Shooting Sports

This permission form must be completed by the participant's parent or legal guardian prior to any shooting activity

Name of Participant: _____ Date of Birth: _____

Cub Scouts:

I, _____ (print your name) grant my consent to Northern Star Council and to its representatives including Range Officers and Instructors and others serving in these positions to provide my child, with appropriate BB guns and ammunition for this event and provide instruction as to their use. I further certify that I am the parent with full parental rights or the legal guardian of this child. I understand that this document will be kept and maintained by the Northern Star Council or its representatives including Range Officers and Instructors. I further understand that any modification of this form will result in its not being accepted by Northern Star Council, Range Officers and Instructors.

Signature of Parent or Legal Guardian:

_____ Date _____

All Boy Scouts; Venturers and Explorers who are under age 18:

I, _____ (print your name) grant my consent to Northern Star Council and to its representatives including Range Officers and Instructors and others serving in these positions to provide my child, with appropriate guns and ammunition and provide instruction as to their use. I further certify that I am the parent with full parental rights or the legal guardian of this child. I understand that this document will be kept and maintained by the Northern Star Council or its representatives including Range Officers and Instructors. I further understand that any modification of this form will result in its not being accepted by Northern Star Council, Range Officers and Instructors.

Signature of Parent or Legal Guardian:

_____ Date _____