



RIVER TRAILS DISTRICT

Greater St. Louis Area Council

Spring Camporee

Welcome to the 2003 Spring Camporee

April 11-13!

Scoutmaster and SPL's note:

This year's theme will be Rendezvous. Scouts will be challenged to learn common skills a mountain man might need to know, for example: Building a fire with flint and steel as well as bow and drill, hawk and knife throwing, Indian dance, rifle shooting, as well as bow and arrow shooting.

Please go over the manual with your patrol leaders, assistant patrol leaders and of course, your scouts. Also it would be beneficial to set up troop meetings to prepare and practice the events. This will enable your scouts to be successful at each activity.

We ask that each patrol come to the camporee prepared to perform a skit at the closing campfire. These skits will need to be turned in by noon on Saturday to give the staff the opportunity to line up the evening's events.

The Commissioner's Staff will be judging each campsite and will award trophies in six categories. Every Unit will be judged so let's show the public what a great district River Trails is. The categories for the campsite judging are available in this packet. Each campsite needs to prepare some sort of 'sump' to be used for dirty water. If you have any questions regarding 'sumps', please contact the Youth Campmaster – Ted Croy (636-677-3066) or Jeremy Crites (636-274-2559).

Scouts will be allowed to dress in 'period costume' for the Mountain Man event so you may want to take some time during troop meetings to create costumes.

Also, please review the event descriptions. Some of the events will require the scouts to provide the necessary supplies to complete the activity. The supply lists are provided under the appropriate activity.

Adults, please remember that this is a youth-run program and there are many youth on staff. We ask if you have a problem with anything at the event, you bring it to the attention of an Adult Staff member.

Scoutmasters, under no circumstances are scouts and/or scouters allowed on the levee! Anyone who is found past the marked-off area will be asked to leave camp immediately.

Scouts may not use pressurized fuel unless there is an Adult possessing a Toasted Chit card present and supervising the Youth.

The cost of registration for this event is \$8.00 for scouts and \$5.00 for adults. This fee can be paid upon arrival to camp. Each unit will receive a ticket for each \$8.00 registration. These tickets can be redeemed for the supplies to make an Indian choker. The ticket covers the standard choker. Any additional choker supplies can be purchased at the activity site.

Webelos will be allowed to camp with the Boy Scout Troops. A Webelos program will be available for their participation.

Contact information

If you have any questions or comments, feel free to call:

YOUTH CAMPMASTERS

Ted Croy 636-677-3066

Jeremy Crites 636-274-2559

ADULT CAMPMASTER

Chris Steffens 636-677-1280

EVENTS

Friday

3:00pm - arrival to camp

9:00pm - SPL meeting at headquarters

11:00pm – Lights out Camp Quiet

Saturday

6:30am – get up

6:30-8:30 – Breakfast

8:30 – Opening Ceremony with Boy Scouts and Webelos

9:00a-11:30a – morning activities

11:30a-1:30p lunch **TURN IN SKITS BY NOON**

1:30-3:00 – afternoon activities

3:00-4:00 Opportunity to revisit favorite sites

4:00-5:00 campsite/troop inspections

5:00-6:30 Dinner

6:30-8:00 Religious Services – A Scout is Reverent.

8:30-9:30 closing campfire

11:00pm – lights out

Sunday

7:00 get up

7:00-8:30 breakfast

8:30-8:45 closing ceremony

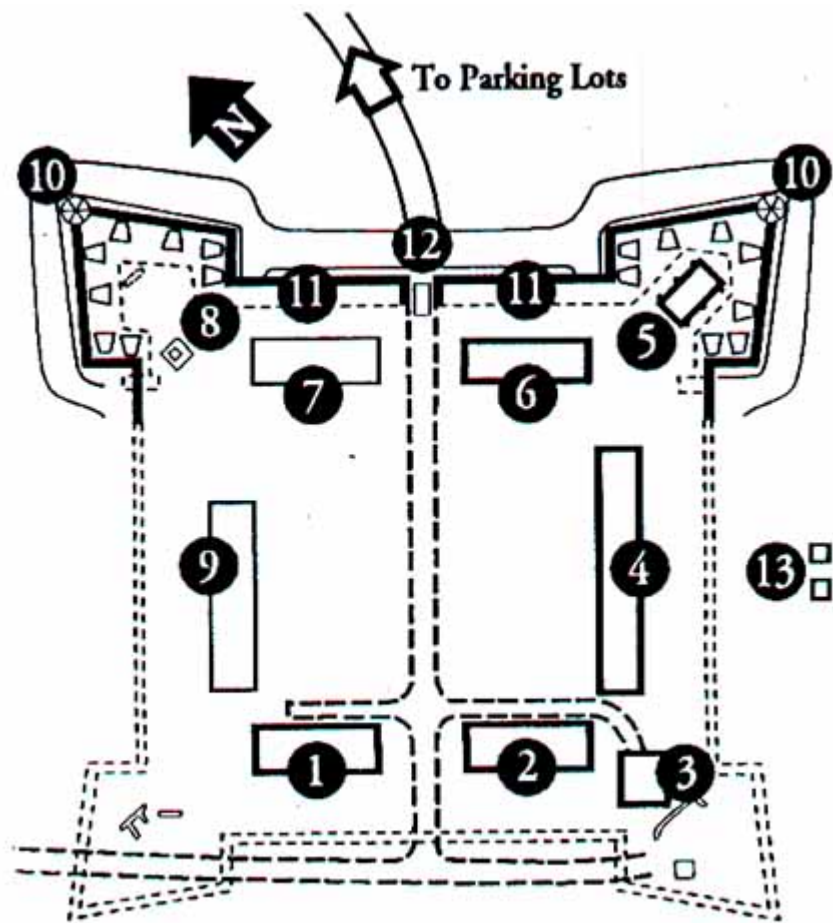
8:45-12:00 – Break camp and check out * A campstaff member must review your campsite prior to your unit leaving camp.

“A Scout leaves a place cleaner than he found it”

NOTE: The Fort is host to a Cannon Shoot on Sunday. All are welcome to stay and watch.

CAMP RULES FORT DE CHARTRES

- The Scout Oath and Law will be the code of conduct.
- Have fun!
- **NO** Alcoholic beverages! If you are in possession of alcoholic beverages at camp, you will be asked to leave.
- **NO** firearms, fireworks or bows and arrows.
- **NO** pressurized fuel unless you have a Toasted Chit
- Smoking is limited to the parking area. **PLEASE** remember to take you butts with you!
- **NO** flames of any kind in or around tents
- **NO** ground fires. All fires must be in above ground pits.
- Have fun!!
- Water sources are strictly for filling water containers. No dish washing, bathing etc. at water sources. Each campsite will be required to use a sump for the disposal of dish water.
- **NO** tent ditching.
- Any sports played will need adult supervision at **ALL** times. Absolutely **NO** contact sports.
- **NO** scouts allowed on the levee.
- **NO** scouts allowed inside the Fort without adult supervision.
- Have fun!!!



Areas on map are as follows:

1. Museum and Office.
2. Guard Building, including Guard Room, Priest Room, Chapel, and Storage Loft.
3. Concession Stand.
4. East Barracks ("Ghosed")
5. Powder Magazine (Original Building)
6. Government/Officers Building ("Ghosed")
7. Commandant's House
8. Well
9. West Barracks
10. Bastions and Sentry Boxes (Restored)
11. Walls (Restored)
12. Gate.
13. Necessaries (Restrooms)

UNIFORMING

During the events, everyone should be in either 'period' attire or class 'B' uniforms (class 'b' shirt, scout pants, scout socks). During opening and closing ceremonies, everyone needs to be in a full (scout shirt, scout pants, scout socks, neckerchief and slide) class 'A' uniform. Please wear as much of a class 'A' uniform as possible for the opening and closing ceremonies.

EVENTS

Fire Building

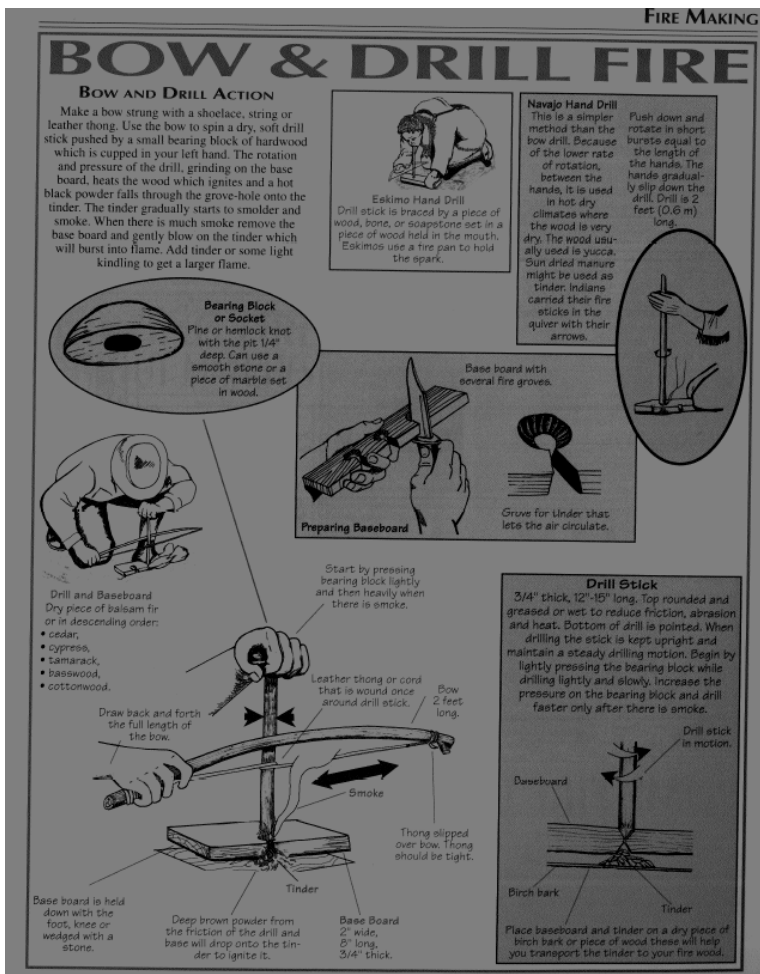
Each patrol needs to start two fires, one using flint and steel and the other by bow and drill.

EACH PATROL NEEDS TO PROVIDE:

- Flint & Steel
- Bow drill
- Charcloth
- Tinder

*

SEE ATTACHED REFERENCE FOR INSTRUCTIONS



Sawing Logs

Patrols will use patrol spirit and teamwork in order to be the first to saw off a 'biscuit' from the log.

Skillet Toss

In an emergency, sometimes you need to use whatever you have handy to save yourself. Patrols compete against each other to toss an iron skillet closest to the skunk that threatens to stink up your camp. Each 'tosser' will turn around 3 times then throw the skillet at the flag. Closest to the skunk will be awarded a prize at the closing ceremony

Black Powder Rifle

Scouts will have the opportunity to learn how a black powder rifle works, what types of black powder rifles are available and why the Mountain Men used black powder rifles. After the Scouts have learned about the rifles, they will each get an opportunity to help pack the load and shoot at targets.

Tan Your Hide

Scouts will have the opportunity to see how actual deer hides are tanned. They will be able to learn about 'Brain Tanning' and tanning with Neat's foot oil.

PATROLS WILL NEED TO PROVIDE:

- 4 good sized sticks to make a framing rack
- twine to lash the frame together
- a blank t-shirt to use as their 'hide'
- twine to stretch the 'hide' onto the rack

Let's Dance

Each patrol will have the opportunity to learn and participate in 2 types of Native American Dance. This is a great time to see if the Ceremonial Dance Team is something you might like to try.

Hawk and Knife Throw

Try to break the rubber-bands by throwing the hawk and the knife. Each Scout will get at least 2 throws of the hawk and the knife from 8 and 12 feet away.

Make a Choker

Scouts will have the opportunity to make their own Native American choker out of hair pipe, beads and sinew. One 4-strand choker is included in the registration fee. Additional embellishments will be available for purchase at this activity site..

Mountain Man Belching Contest

Participants will have the opportunity to 'Let one rip!' Scouts will be judged by creativity, volume, length, and whatever else staff can come up with as far as belching goes. The top 3 belchers will be chosen by the site staff and will compete in the 'Belch Off' to be crowned 'Grand Belcher' at the evening campfire program.

Hunter Gatherer

Scouts will shoot bow and arrow at a stationary target as well as a moving target. Each participant will shoot three arrows at each target.

NOTE: There are ten events. There is no set time limit for each site. Each participant will receive a colored bead representing a site. You must collect all ten beads before you can return to a site a second time. Preference will be given to those who have not completed a site before

anyone is able to attend a site a second time. ADULTS: Please help keep the sites from backing up. If one site is too crowded, please take your group to a less crowded site. Thanks in advance for your help in this matter.

Campfire Program

Entertainment and fellowship were important parts of the life of a Mountain Man. In keeping with the spirit, we will have a Saturday night campfire. Each patrol will be asked to submit a skit for the campfire by noon on Saturday. Be creative! Try to come up with a skit that follows the camporee theme.

Campsites

The Commissioners staff will be judging each campsite to give out trophies in each of the six following categories. Judging will be held on Saturday after the lunch break and the trophies will be handed out at the closing. We would like to show the public a great camporee site for the River Trails District so let's get each troop behind this contest. We'll be judging everyone so lets have fun!

1. Best Gateway – Traditional or Theme based
2. Camp Gadgets – Use of lashings and original ideas.
3. Dining Fly Award – Setup for easy and efficient meal preparations, dining areas clean and organized, no clutter.
4. Safety Award – First Aid visible and handy, ax yard set up properly. All knives, saws and axes stored properly. Fuel, lanterns and stoves stored and used properly.
5. Communication Award – Scout nametags used on all tents. Leaders and SPL tents clearly marked, with troop and patrol flags on display at each campsite.
6. Best overall campsite – Tents in straight line, dining fly area neat and organized. Ax yard, camp gadgets, overall camp layout neat and organized. No trash or clutter lying about. In other words, the best of the best!

Emergency and Inclement Weather Procedures

Opening and Closing Ceremony: Rain is not a problem. If other weather conditions exist that staff feels is a danger in bringing the troops together, we will notify you prior to the ceremony. If we cannot assemble at closing, please send your SPL to Headquarters for awards.

Day Events: Rain is not a problem. If severe weather is eminent, all participants should report back to their campsites. An “All Clear” notification will be given. In case of a medical emergency, contact a staff member immediately. The Unit Leader is the primary contact for giving basic first aid. Please notify headquarters of any medical problems. Each unit should have a first aid kit and medical forms for each participant in attendance. A First Aid station will be located at headquarters. The staff is there to serve and assist the Unit Leader. If an emergency arises while at an activity area, Scouts should contact the nearest staff member for assistance.

Evening Program: If raining, please remain at your campsite. Staff will notify you if/when the rain lets up if the program will be held.

Emergency Procedures: Please contact headquarters in case of a fire. Scouts should return to the troop campsite. PLEASE MAKE SURE YOUR PARK YOUR VEHICLES IN THE DESIGNATED PARKING AREAS IN THE EVENT EMERGENCY VEHICLES NEED ACCESS TO CAMP!

EVALUATION

To help the Campmaster for the next camporee, we would like to hear what you thought of this one! We hope to make each event better than the last.

What we liked.....

What we didn't like.....

If I could change one thing.....

Troop_____

SPL/PL_____

TURN IN TO STAFF AS YOUR UNIT CHECKS OUT OF CAMP

Campfire Skit

Troop _____ **Patrol** _____

A campfire can be a fun activity to end a busy day. Enjoy the antics of other patrols as well as having fun with your own skit. Remember the eleventh point of the Scout Law – A Scout is Clean.

Please print

Skit Title: _____

SM/ASM Approval:

Staff note:

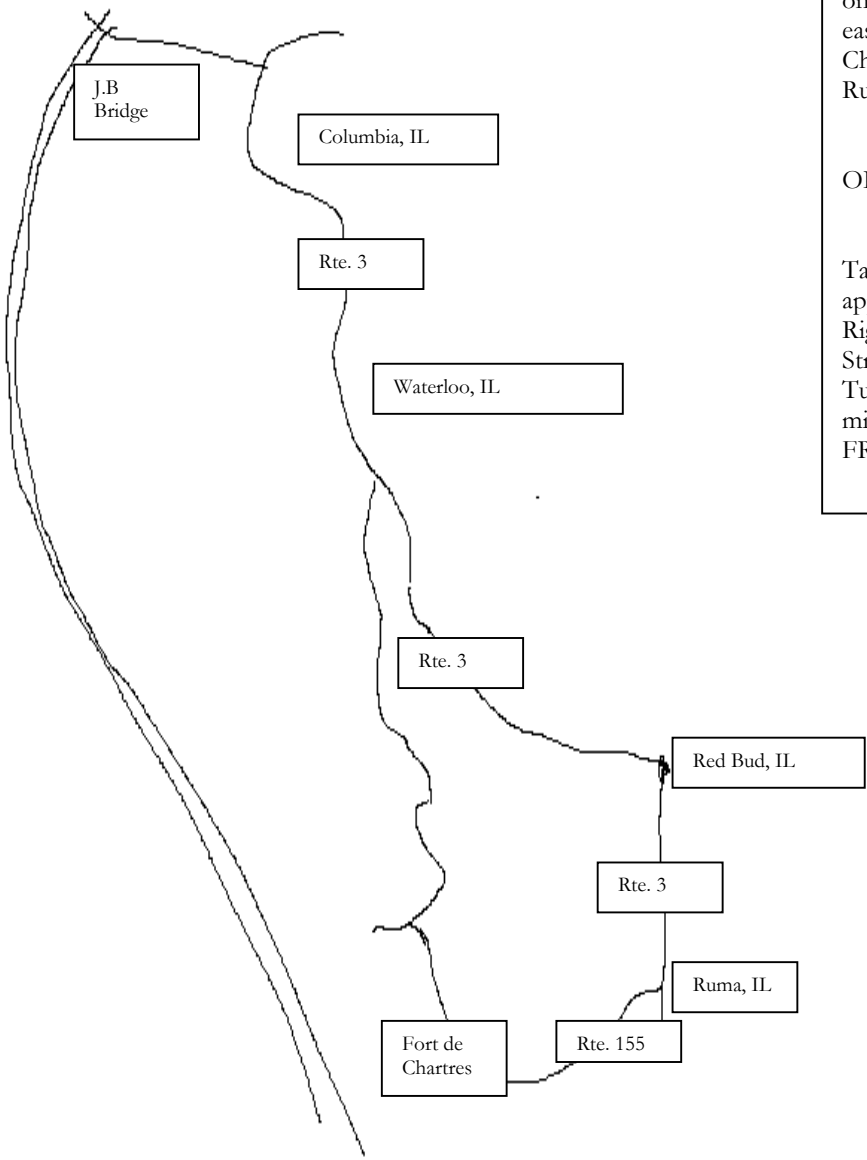
CAMP ROSTER – UNIT _____

EVENT: Spring Camporee
 CAMP: Fort de Chartres Kaskaskia, IL

DATE: April 11-13, 2003
 Number of Patrols _____

Scout name	Address	Phone number	rank	age	Patrol name
ADULT Scouters					

Directions to Fort de Chartres



Take I-255 to IL Rte. 3 South. Travel approx. 28 Miles to Red Bud. Go south on Rte. 3 to Ruma (approx 5 miles). Go east on Rte. 155 (right turn) Fort de Chartres is approximately 11 miles from Ruma IL.

OR

Take I-255 to IL Rte. 3 South. Go approx 15 miles to Kaskaskia Rd. Turn Right. Go approx. 14 miles to Stringtown Rd. (Rte. 155) Turn left. Fort de Chartres is approx. 2.5 miles THIS ROUTE IS NOT TRAILER FRIENDLY!