

# Are You Tougher than a Scout?

## LEHIGH DISTRICT FALL CAMPOREE

Early Bird Registration – Registered by October 6, 2023: \$15.00/person

After October 6, 2023: \$20.00/person

Registration Closes at 5 pm on Friday, October 13, 2023

**Space is limited. Registration closes as soon as we reach capacity.**

**Due to limited parking spaces please carpool.**

Register at: <https://www.minsitrails.org/event/2023-lehigh-district-fall-camporee/2987727>

**October 20-22, 2023**

**Camp Minsi, Pocono Summit, PA**

Scout patrols will be competing against their leaders. Each unit is asked to provide their Scoutmaster and/or an Assistant Scoutmaster to compete in the patrol competition. Leaders from multiple units will form one or more patrols to compete against the Scouts.

The leaders will be challenged to see if they are tougher than a Scout by doing their best by competing at the same stations and events as the Scout patrols. Depending on the number of units present, and the number of adult victims/competitors, more than one adult patrol may be formed.

Every patrol will be given a map of the camp and the location of each station. At each station, the patrol will have to complete a task or challenge. The patrols will have a limited amount of time to complete that challenge. Once a station has been completed, the patrol will be given the next "clue" to find the next station. Patrols will be crisscrossing the area so following the patrol that just departed the station might not be the correct path. A master plan of who is supposed to be where will be provided to each station. If a patrol comes to the wrong station, they will need to go back to the previous station and try again. Scoring will be done with a passport that can record what time they get to station, how long to do the task, what time to leave, and the score at the station. This will help prevent any "back-ups" that can happen at a station. Also, all members of the patrol must be at the station before they can start. A patrol will receive a piece of a puzzle at each station, prior to leaving, which they will use to complete a final puzzle once all the stations have been visited.

### Upcoming events:

November 2, 2023 — District First Aid Meet, Ag Hall Allentown Fairgrounds

February 16-18, 2024 — Arctic Adventure, Camp Minsi

April 26-28, 2024 — Spring Camporee, Camp Minsi

October 18-20, 2024 — 2024 Fall Camporee, Camp Minsi

February 21-23, 2025 — 2025 Arctic Adventure, Camp Minsi

## Welcome to the Lehigh District Camporee

We have a big weekend planned for you and your Scouts. All Scout Troup and Venture Crews are invited. The theme is: “Are you Tougher than a Scout?” This is a patrol competition that will let Scouts compete against leaders for bragging rights.

Each unit will be asked to contribute a Scoutmaster/Advisor and/or an Assistant Scoutmaster/Associate Advisor to compete in the patrol competition as part of one of more adult leader patrols.

This is a great opportunity for unit camping, Patrol Competition, and Inter-unit Fellowship. Units will be assigned one or more patrol sites within Camp Minsi’s existing campsites. This event will strengthen the Patrols and Troops as they participate in this great event.

## Registration

All participants must be registered to attend the Camporee. This includes Scouts BSA, Venturers, adult leaders, and other adults attending with them, and the volunteer staffers. **No onsite registrations will be permitted.**

## Forms

You must have the following forms (from the back of this guidebook) with you at the time of check in at camporee:

- Unit Roster
- Patrol Rating (this will help the camporee team understand the skill level of each of your patrols).

Also, your unit leadership must have in their possession a completed BSA Health Form (Parts A and B) for every youth and adult attending the camporee for any amount of time. This form can be found at:

<https://www.scouting.org/scoutsource/media/forms.aspx>

*NOTE: Part C of the Health Form is NOT required as camporee does not exceed 72 hours*

It is the responsibility of each Troop leader to maintain control of the medical forms for each of their Scouts participating, and to provide Camporee Staff with quick access in case of an emergency. If the Troop leader must leave the grounds for any reason, they need to transfer control of the medical forms to another Troop leader.

Part B of the medical form includes the BSA Talent Release Agreement. If any participant elects not to sign the Talent Release Agreement, please bring this to the attention of the Camporee Staff when you check-in. If there are any medical conditions or considerations for any of your Scouts, please bring these to the Health Officer’s attention at check-in as well.

## Youth Protection Requirements

All adults must be current with their Youth Protection training to attend the camporee. To be considered current, the adult MUST have completed their Youth Protection training on or after October 22, 2021.

## Cost

Cost shown are per person.

	<b>Before October 6 (Discounted early bird registration)</b>	<b>After October 6</b>
Scouts BSA or Venturers	\$15.00	\$20.00
Adult Leaders	\$15.00	\$20.00

Registration/payment is done online found at: <https://www.minsitrails.org/event/2023-lehigh-district-fall-camporee/2987727>

## Check-In on Friday

Where to go – check in is at the Ad-Pad pavilion next to the main parking lot. Campsites will be assigned at check-in and will be determined by the number of campers in each Troop.

Parking will be at a premium, so it will be more important than ever to rideshare and economize travel to include as few vehicles as possible. Please be Kind and Courteous to our Staff as they do their best to facilitate a fun event for you and our Scouts.

To prevent congestion on the narrow road to the sites, each Troop will be permitted to take one vehicle back to their assigned site to unload gear. After the gear is unloaded, it is requested the vehicle be returned to the main parking lot. There is a limited amount of space to neatly park your Troop trailer within your designated campsite boundaries. If your trailer cannot completely fit within your designated campsite boundaries it will need to be parked in the main parking lot.

## Setting Up Your Campsite

Be prepared with tents and rain shelters. These are general guidelines for setting up your campsite.

- Do not block access road with vehicles or gear.
- Patrols/Troops setup camp.
- Set up dining fly first – put gear under it to protect from weather.
- Set up tents – then move personal gear into tents. Lay out sleeping gear.
- Set up cooking and eating areas, secure water, and fuel supply.
- All fires must be in established fire rings.

In the event the camp's water needs to be turned off prior to the camporee, water can be obtained from a spigot at the maintenance shed near the entrance to camp.

## Check-Out

Camporee is officially over at 6:00 pm Saturday evening. Units have the option to camp out on Saturday night.

All units are asked to follow the "Leave No Trace" camping guidelines.

Please fill out the Camporee Evaluation form you will be provided on-site. We would like to have your feedback on the Camporee and how we can make it better for you and your Scouts. Your feedback is important to us, so we can evaluate and make improvements. There is no need to check out with anyone on the Camporee Staff prior to leaving camp.

## Event Information

A Scoutmaster/Advisor, Senior Patrol Leader, and participants in the adult patrol(s) will meet at 8:30 pm, Friday night at the Dining Hall. At that time, Saturday information will be distributed, and the adult patrol(s) will be formed. Each Patrol should gather at the Parade Field by 8:30am, Saturday morning for the Opening Ceremony. Patrol competitions will begin at 9:00 am and conclude at 4:00 pm. There will be a scheduled break for lunch between noon and 1pm. Scouts will be able to return to their campsites for lunch.

## List of Materials Needed for Each Patrol

- 1 Scout Handbook per patrol
- 1 Scout neckerchief per scout
- 1 set of first aid supplies
- 1 patrol flag
- 1 patrol yell
- 1 or more writing implements
- 1 tent – used at blindfolded tent set-up station.
- Tinder, kindling, fuel wood – used fire building station.
  - No kiln-dried wood
  - No dried grasses
  - No man-made materials (i.e. commercial fire starters, etc.)
    - Station lead has final determination on what is a man-made material
- Lots & lots of Scout Spirit

## List of Optional Materials Needed for Each Patrol

These are items that are not required to complete a station, but if are used can increase a patrol's final score.

- Flint & steel – used at fire building station.
- Bow drill – used at fire building station.

## The Rules

This Camporee will be great fun and a memorable adventure for all who attend. Your Camporee Staff wants this to be a SAFE activity without injury or mishap. To plan for that goal, we have established a few Commonsense Rules that will make the Camporee more enjoyable for all.

**Leadership:** At least two registered adult leaders must be present on camp property during the Camporee. The Camporee Committee wants to remind all adults that this Camporee is for the Scouts to enjoy. Please use the Patrol Method at all times.

**Scout Oath & Law:** The Scout Oath and Law are expected to be practiced by all attending the Camporee.

**Campsites:** Campsites are assigned based on the number of Scouts that are registered in Doubleknot.

**Food:** It is each Troop's responsibility to provide all meals and snacks for themselves. Each Troop is responsible for the cleanliness of their campsite and for packing away their own trash after the event.

**Food Storage:** Each Troop is responsible for supplying their own secure food storage containers.

**Water:** Water is available at the maintenance shed. Provided the camp's water is still on, it is also available at the central showers and in each site. Plan on bringing a water jug to carry your water from where the water will be located.

**Fires:** Fires will be allowed in the campsite only in established fire pits. Fuel stoves and lanterns are allowed.

**Fireworks:** Fireworks are not allowed.

**Restroom Facilities:** If the camp water is turned on, restrooms will be located at each site. If the water is turned off, there will be an ample number of porta-potties located throughout the Camporee site. Scouts should help keep them clean. (Bring extra toilet paper)

**Lantern & Stoves:** BSA Policy on fuels will apply. Only adults will refill all lanterns and stoves. Fuel must be stored away from fires and cooking area and absolutely **NO LANTERNS OR FLAMES IN TENTS.**

**Patrol Size:** Patrols should have between four and eight Scouts. It's recommended that if the patrol is larger than eight Scouts that you split them up into a 2nd patrol. Any participant that leaves early must notify their Unit Leader.

**Parking:** All vehicles will be expected to park in the designated parking lot. **NO VEHICLES WILL BE PERMITTED IN THE CAMPING AREA DURING CAMPOREE WITHOUT AUTHORIZATION.** Special Needs will be taken care of on an individual basis.

**Clean Up:** Each unit's adult leaders will be responsible for ensuring that their campsite is clean prior to leaving. All trash must either be placed in the two full metal dumpsters on the right side behind the dining hall or leave with your Unit. The dumpsters by the dining hall on the left side are for cardboard only. Leave No Trace! A Camporee Staff member must inspect each campsite before the unit departs. Please notify the registrar if your unit will be leaving early.

## Directions to Camp

### From PA Route 22:

Follow Interstate 22 east or west. Exit onto Route 33 North towards Stroudsburg. Follow Route 33 for approximately 20 miles. Exit onto Route 80 West towards Hazelton. Follow Interstate 80 for 9 miles, exiting onto Route 380 North. Take Exit 3. At the stoplight at the top of the ramp, turn left. Follow route 940 West for 1.1 miles. The camp entrance is on the right across from the Pocono Mountain Regional Police station.

### From PA Interstate 80:

Follow Interstate 80 east or west. Exit onto Route 380 North. Take Exit 3. At the stoplight at the top of the ramp, turn left. Follow route 940 West for 1.1 miles. The camp entrance is on the right across from the Pocono Mountain Regional Police station.

### From PA Route 476 NE Extension:

Follow the NE Extension of the PA Turnpike to Exit 95 (I-80 and Route 940). Follow Route 940 East for approximately 20 miles. The camp entrance is on the left across from the Pocono Mountain Regional Police station.

## Schedule of Events

### Friday, October 20, 2023

6:00 pm – 8:00 pm	Units arrive. Check-in at Ad-Pad pavilion. Camp setup begins.
8:30 pm	Senior Patrol Leader & Scoutmaster meeting – Dining Hall.
10:30 pm	TAPS/Lights Out

### Saturday, October 21, 2023

8:30 am	Colors at parade field
9:00 am – 12:00 pm	Stations open
12:00 pm – 1:00 pm	Stations closed for lunch
1:00 pm – 4:00 pm	Stations open
5:00 pm	Colors at parade field & awards

## Events

### Fire Building Station

Build a fire to burn through a string. Two matches will be provided. Use of additional matches will result in a time penalty. Use of flint and steel or a bow drill will subtract from the total time (a good thing). Stretch a wire 12 in above ground and a string 18 in above ground. The fire lay must be kept below the wire.

### First Aid Station

You have located an injured person in a disaster area. Lift “debris” off a trapped person using the correct knots. Immobilize and/or treat injured body parts. Remove injured person from the “disaster area” on a litter without dropping.

### Knot Relay Station

Tie: square knot, sheet bend, 2 half hitches, taut-line hitch, bowline, clove hitch, timber hitch, whip a rope in the quickest amount of time. Every Scout in the patrol needs to do at least one. Bonus knots – sheepshank

### Lashings Station

Build 2 camp gadgets – a flagpole and a tripod using correct lashings. The flagpole must be erected and stand on its own.

### Lifesaving Station

10 items spread across a field. The Scouts must use a ring buoy with a rope attached to throw out and "lasso" them. Patrol members all must try 3 times before passing on to the next one.

### Trivia

Patrols will be given a quiz on general Scouting and American History.

### Blindfolded Tent Set-up Station

All members of a patrol are blindfolded except for the patrol leader. The patrol leader must guide the rest of the patrol in setting up a tent. The patrol leader may not touch any part of the tent.

### Log Pull Relay

A Scout team with a 9-foot rope is judged on time. Teams are arranged with an equal number of Scouts at each end of the course. The first Scout ties the rope to a log and pulls the log to the other end of the course to be pulled back by the second Scout, and so on. All members of the patrol will compete. In the event of an odd number of Scouts, one or more Scouts may need to run the course a second time.

### How Wide and How High

A patrol; judged on accuracy. On a field, there will be two lines 60 to 120 feet apart to represent the banks of a river. Using various methods, Scouts estimate the distance between the lines. Use various methods to estimate the height of a object.

### Kim's Game

This event is judged on the number of accurate observations. You have a minute to view 25 items and three minutes to list them.

## Patch Design Contest

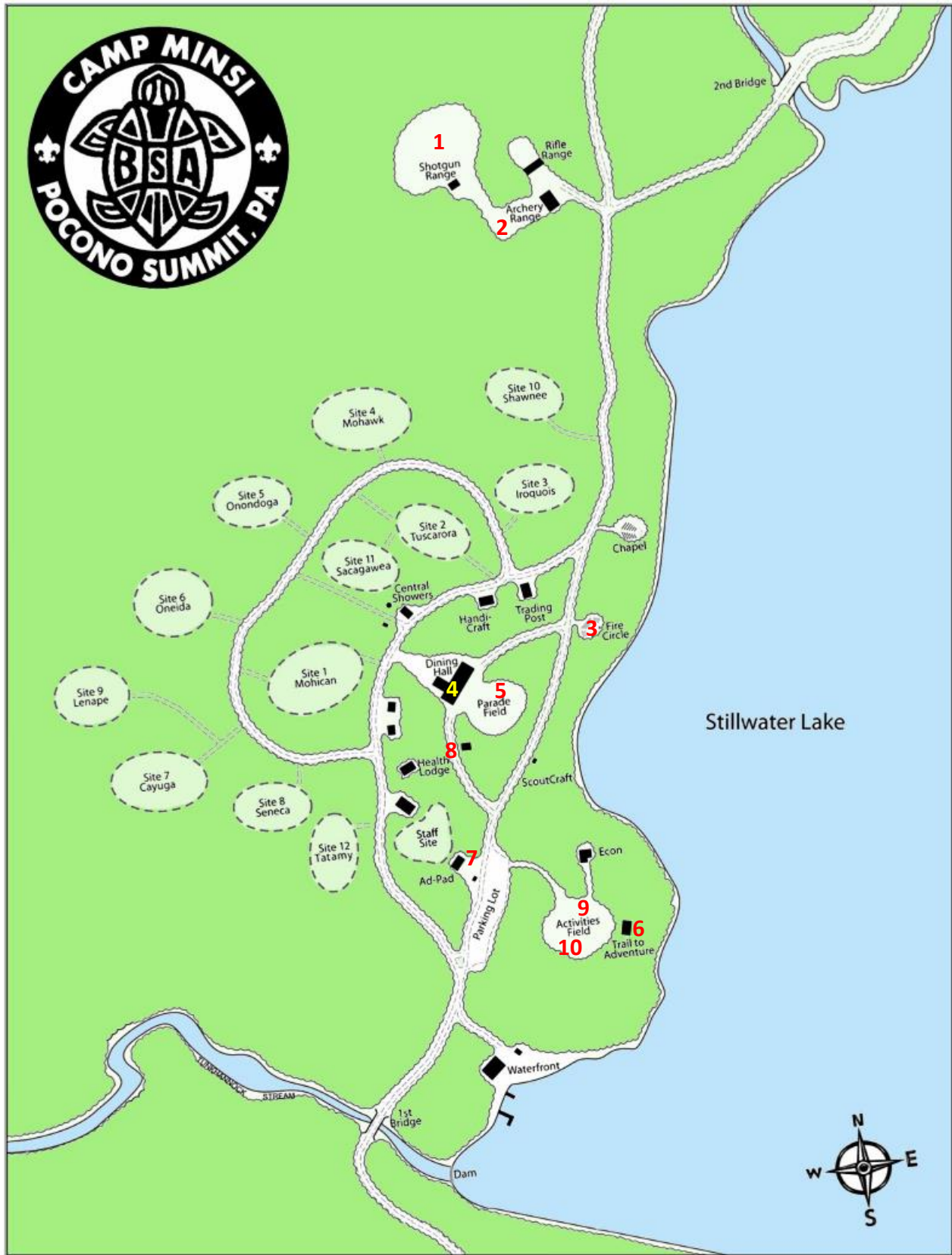
Scouts can have the opportunity to design the event patch. Eligible submissions will be voted on by the attendees at the camporee. All submissions must be received by October 1, 2023 via the link below for review and must meet the following criteria to be eligible:

- Contain the event name.
- Must contain either MTC or Minsi Trails Council
- Must contain the fleur-de-lis.
- Design must reflect the theme of the event and be Scouting appropriate.
- Patch cannot use any copyrighted material.
- Patch size cannot be more than 3" in diameter or 3.5"x3.5" square
- File size cannot exceed 10 MB
- File can be either a PDF, JPG, or PNG format
- **Must be able sign into a Google account to submit the form.**
- Designer must be registered as a youth member of Scouts BSA, Venture Crew, Sea Scout Ship, Explorer Post or Club
- Designer does not need to be present at the camporee to win.
- The selected design may be altered to meet production and budgetary requirements.
- The decision of the committee is final when determining the eligibility of a patch.

Submit your design: <https://forms.gle/WjmwQi6Qc6s67JDi6>



# Station Map



- |                            |                |                        |                            |
|----------------------------|----------------|------------------------|----------------------------|
| 1 — Blindfolded Tent Setup | 4 — Trivia     | 7 — Kim's Game         | 9 — Log Pull               |
| 2 — Lashing                | 5 — Lifesaving | 8 — First Aid Scenario | 10 — How Wide and How High |
| 3 — Fire building          | 6 — Knot Relay |                        |                            |

## Scoring

Every patrol will be given a map of the camp and the location of each station. At each station, the patrol will have to complete a task or challenge. The patrols will have a limited amount of time to complete that challenge. Once a station has been completed, the patrol will be given the next “clue” to find the next station. Patrols will be crisscrossing the area so following the patrol that just departed the station might not be the correct path.

A master plan of who is supposed to be where will be provided to each station. If a patrol comes to the wrong station, they will need to go back to the previous station and try again.

Scoring will be done with a passport that can record what time they get to station, how long to do the task, what time to leave, and the score at the station. This will help prevent any “back-ups” that can happen at a station. Also, all members of the patrol must be at the station before they can start. A patrol will receive a piece of a puzzle at each station, prior to leaving, which they will use to complete a final puzzle once all the stations have been visited.

A patrol can earn a maximum of 100 points at each station. 75 points can be earned for their performance at the station and 25 points can be earned for the Patrol’s Scout spirit. All competitions will consider each Patrol’s skill, knowledge, and TEAMWORK.

Scout Spirit will be judge by the following:

**Patrol flag at the station:** Yes – 5 points                      No – 0 points

**Patrol yell at the station:** Up to 5 points

**Entire Patrol arriving at the station at once:** Yes – 5 points                      No – 0 points.

**Leadership as shown by the Patrol Leader:** Up to 5 points.

**Cooperation, participation, and enthusiasm as shown by the member of the Patrol:** Up to 5 points.

The judges are looking for total involvement of all members of the Patrol and that the Patrol works well together without bickering, arguing, or yelling at one another.

**If any Patrol member is out of uniform: Lose 5 points.**

Each Patrol member should wear their Troop/Patrol’s designated activity uniform. This can be a unit’s activity uniform or any other Scouting themed t-shirt. It is presumed that if a Scout is wearing any activity uniform (Scouting themed t-shirt), that it is the designated activity uniform for the camporee for that patrol.

## Awards

Awards will be presented to the top three youth patrols that finish the camporee with the greatest number of points.



The winner of the patch design contest will be recognized. They will receive an award and a copy of the patch once it has been produced.



The top performing leader patrol will receive the 'Echos of Experience' award. This distinguished honor is bestowed upon the adult leader patrol that exemplifies the essence of mentorship, camaraderie, and seasoned expertise. The 'Echos of Experience' award recognizes the patrol that, through their wealth of knowledge and leadership, leaves a lasting impact on the camporee.



## Handicapping

It is extremely difficult to score a new patrol against a patrol of Life and Eagle Scouts. It is not fair to score them equally as nearly every event at Camporee plays to the skills of the older, stronger, or more experienced Scout.

For this reason, we have developed a handicapping system that is meant to level the field and allow younger, smaller, and less experienced scouts to have the same opportunities as their older and more experienced counterparts.

At the guide is a form for each patrol to fill out with their patrol roster and the rank of each patrol member. Each rank is given a value from 0, to 20, and those values are averaged for each member of the patrol which will produce an overall value. That overall value is your handicap score and will be used to determine your final score for each event.

It is important to note that handicaps will result in a patrol with a lower classification number winning an event over a patrol with a higher classification number, if that lower patrol performs well in the event. If this worksheet is not supplied for a patrol, then the patrol will be handicapped as a Fox by default.

## PATROL CLASSIFICATION INSTRUCTIONS

### Ranks in Patrol Rating

Scout	0
Tenderfoot	1
Second Class	2
First Class	5
Star	8
Life	14
Eagle	20

- Each Scout in each patrol is rated according to rank.
- The total of the ratings is then divided by the number of Scouts in the patrol.
- Find your final rating on the list below

Average	Patrol Classification
0 – 1.4	Buffalo
1.5 – 3.3	Owl
3.4 – 6.8	Fox
6.9 – 20	Eagle

## EXAMPLE

Name	Position	Rank	Rating
Ryan Miller	PL	Star	8
Luke Anderson	APL	1 <sup>st</sup> Class	5
Alex Thompson		2 <sup>nd</sup> Class	2
Ben Martinez		Scout	0
Owen Brown		Scout	0
Total Points:			15
Number in Patrol			5
Divide Total Points by # of Scouts in Patrol			3

In this example, this patrol would be classified as an Owl. This worksheet has been incorporated into the unit roster to assist in the classification of each patrol.

# CAMPOREE UNIT ROSTER – page 1 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: \_\_\_\_\_

DISTRICT: \_\_\_\_\_

UNIT LEADER: \_\_\_\_\_

EMERGENCY NUMBER: \_\_\_\_\_

SENIOR PATROL LEADER: \_\_\_\_\_

PRE-REGISTERERED:  YES  NO

**PATROL NAME:**

Name	Position	Rank	Rating
Total Points			
Number in Patrol			
Divide Total Points by # of Scouts in Patrol			

**PATROL NAME:**

Name	Position	Rank	Rating
Total Points			
Number in Patrol			
Divide Total Points by # of Scouts in Patrol			

**PATROL NAME:**

Name	Position	Rank	Rating
Total Points			
Number in Patrol			
Divide Total Points by # of Scouts in Patrol			

**PATROL NAME:**

Name	Position	Rank	Rating
Total Points			
Number in Patrol			
Divide Total Points by # of Scouts in Patrol			

## CAMPOREE UNIT ROSTER – page 2 of 2

Bring this Completed Form to the Onsite Check-in

TROOP/CREW NUMBER: \_\_\_\_\_

DISTRICT: \_\_\_\_\_

**PATROL NAME:**

Name	Position	Rank	Rating
Total Points			
Number in Patrol			
Divide Total Points by # of Scouts in Patrol			

**PATROL NAME:**

Name	Position	Rank	Rating
Total Points			
Number in Patrol			
Divide Total Points by # of Scouts in Patrol			

**PATROL NAME:**

Name	Position	Rank	Rating
Total Points			
Number in Patrol			
Divide Total Points by # of Scouts in Patrol			

**PATROL NAME:**

Name	Position	Rank	Rating
Total Points			
Number in Patrol			
Divide Total Points by # of Scouts in Patrol			

**LIST ALL ADULTS**

(At least two registered adult leaders must accompany and remain with each unit at the Camporee.)

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## PATROL RATING

Each Patrol will be grouped by experience, rank, and age to ensure a fair competition and each station.

Please see the **PATROL CLASSIFICATION INSTRUCTIONS** on how to rate each patrol.

TROOP/CREW NUMBER: \_\_\_\_\_

DISTRICT: \_\_\_\_\_

<b>Patrol</b> _____	<b>Rating</b>	Buffalo	Owl (Circle One)	Fox	Eagle
<b>Patrol</b> _____	<b>Rating</b>	Buffalo	Owl (Circle One)	Fox	Eagle
<b>Patrol</b> _____	<b>Rating</b>	Buffalo	Owl (Circle One)	Fox	Eagle
<b>Patrol</b> _____	<b>Rating</b>	Buffalo	Owl (Circle One)	Fox	Eagle
<b>Patrol</b> _____	<b>Rating</b>	Buffalo	Owl (Circle One)	Fox	Eagle
<b>Patrol</b> _____	<b>Rating</b>	Buffalo	Owl (Circle One)	Fox	Eagle
<b>Patrol</b> _____	<b>Rating</b>	Buffalo	Owl (Circle One)	Fox	Eagle
<b>Patrol</b> _____	<b>Rating</b>	Buffalo	Owl (Circle One)	Fox	Eagle

You must complete and return to Staff no later than at the Scoutmaster and Senior Patrol leader's meeting on Friday night.