

# **Allegheny Highlands Council Spring Camporee 2017 “Scout Commander” Scoutmaster & SPL Guide**



The Camporee theme is "Scout Commander" and is based on the popular Duck Dynasty TV show. The events will reflect this. **The wearing of camouflage and beards are highly recommended and play a role in Scout spirit bonus points awarded at some stations.**

Camporees are a chance to join in one of the oldest traditions in Boy Scout history – Coming together as a Council for Scouting competition. Council gatherings provide an opportunity to match skills against others within our Council. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of this year’s Spring Camporee.

The Scout oath and law will govern the behavior of all participants during this weekend. The principles of leave no trace should be practiced at all times. All events will be based on basic Scouting skills and concepts as taught and used in the Scout to First Class rank advancement section of the handbook. They will also include fun type challenge events that will require effective communication, leadership, and teamwork to successfully complete. Passports will be given to each patrol listing the order of activities to visit. The score for each event will be recorded on the passport. Each patrol must turn in their passport to the Staff as they finish in order to be eligible for any awards.

## Location:

Cattaraugus County Fairgrounds in Little Valley, NY

## Special Guests and Judges:

This camporee will feature special guests. We will have a community based organization called the Bearded Sinners at our Camporee as special guests running most stations, judging the events, calling the outhouse race, judging the beard contest and naming our overall winners! These guys are real...and with REAL beards! We have groups of Bearded Men from Rochester, NY and Philadelphia, PA, and Ohio as well!!!! Wow!!!

## Scout Commander Camporee Schedule:

### Friday: May 19th, 2017

6:00 PM – Registration and Check-in.  
7PM – 9:30PM - 2 Hot Dog and Soda Special  
10:00 PM – Scoutmaster/SPL Meeting and Crackerbarrel  
11:00 PM – Taps/Lights Out

### Saturday: May 20th, 2017

8:00 AM – Flag Raising  
8:05 AM to 9:00 AM Duck Blind Building  
9:05 AM to 11:45 AM Stations Open and manned by the Bearded Men!  
11:45 AM to 1:15 PM Lunch All troops: Please invite at least one of The Bearded Men into your campsite and provide them with lunch.  
1:20 PM to 3:30 PM Stations Re-Open by the Bearded Men  
3:35 PM to 4:15 PM Outhouse Races  
4:20 PM to 5:00 PM Conclusion of Corn Hole Tournament  
5:05 PM Beard Contest  
5:30 PM – Flag Lowering  
5:30 PM to 8:00 PM – Dinner/Clean-up  
8:00 PM – Non-Denominational Vespers Service  
8:30 PM Saturday Bonfire – with cash prizes Unique Evening Program!!!  
10 PM – Scoutmaster/SPL Meeting/Camporee Evaluation and Cracker barrel  
11:00 PM – Taps/Lights Out

### Sunday: May 21<sup>st</sup>, 2017

8:30 AM to 10:00 AM – Event winners and awards & “Leave No Trace” Check-out.  
10:05 AM – Beard Shaving Ceremony (open to all, and those that want to stay and watch)

Beginning at 9:05 AM on Saturday, patrols may choose which event to compete in next. If that event is full when they arrive, they must pick a different event and return to that event later in the day. All events except for the Outhouse Race must be completed by 3:30PM. At 3:45PM the Outhouse Race will begin. The races will be followed by the conclusion of the Corn Hole tournament.



We will be running on  
“Scout Time”  
.....so schedule and times will be  
subject to change. ☺

**Patrols:** Units MUST divide into patrols of 6-8 Boys. Large patrols will not be permitted.

**Essential Items for Each Patrol:**

Passport – will be provided

- Ziploc bag for storing Passport
- Frying pan
- Spatula
- Fire starter (no flammable accelerants allowed)
- Fuel for fire (If you are traveling over 50 miles, we can provide fuel)
- Gallon jug of water
- 1 bag of miniature marshmallows
- Rope (8 Ft) One piece total
- Scout Book
- Patrol first aid kit (include 3 gauze pads and latex gloves)
- 1 roll of duct tape
- Energy snacks for morning and afternoon
- Helmet
- Water bottle for each patrol member

## **Scout Commander Camporee Events:**

### **Event #1: Duck Blind Building Competition (Campsite)**

Troops will construct duck blinds instead of gateways. Duck blinds must be built using lashings and wooden staves. Camouflaging the blind will be critical and must use natural materials (no purchased camouflage netting). The blinds will be judged on creativity, correct lashings, and their camouflage. The blind must be built between 8am and 9am on Saturday morning from materials brought with you. Judging to be done after 9am by the Bearded Sinners and Event Staff. (If you are coming from out of state and cannot transport wood, you may use kiln dried wood or another material for your framework.) We will do this at campsites if room permits.

### **Event #2: Far Buildin' (Station Event)**

This competition is based on time. Patrols will bring their own fuel (enough to cook with for a few minutes) along with a fire starter. Charred cloth, lint and other natural materials are acceptable but may not contain petroleum jelly, paraffin, or other types of flammable accelerants. Matches will be provided at the event. Patrols should be prepared to build and light a fire and do a little cooking. Knowing the Scout Oath and Laws will be very helpful. If a patrol has less than 7 members, some members will have to complete more than one portion of the contest. If you are more than 50 miles from the camporee, fuel (wood) will be provided for you. Please let us know.



### **Event #3: All Tied Up and Batty Jack! (Station Event)**

This will be a timed event. The patrols should be prepared to tie the following knots: square knot, timber hitch, clove hitch, two half hitches, bowline, taut line, and sheet bend.

### **Event #4: Duck Tape First Aid (Station Event)**

Tapes of all kinds have been used to treat various ailments and injuries, and duct tape is one of the cheapest and most useful. There is a wide range of medical applications for using duct tape. Patrols will be given a first aid scenario where they have to get creative and use duct tape for each treatment. Knowledge of Tenderfoot, Second Class, and First Class first aid requirements is a must. In addition, knowing how to improvise a stretcher will also be helpful.



### **Event #5: A Mountain Man Machine (Station Event)**

Each competing patrol will bring a box containing the equipment listed below with their name and troop number on it to the camporee. This box of equipment will be turned in Friday night at check-in. The equipment will be returned to them on Saturday when they show up for this event. They must use this equipment to solve a problem. Some of the equipment will be crucial for solving the problem; other items may or may not be useful. Patrols will be scored on teamwork, time, patrol spirit, creativity, and if the problem is solved. The boxes of equipment will be returned to the troop at the end of the day.

**Equipment to be place in box:** 3 rubber bands, 4 pencils, ruler, scissors, paper towel roll, masking tape, small cup, duct tape, paper, cardboard, clothes hanger, plastic spoon. Please label your box. **(You will need a box for each patrol)**

### **Event #6: Frisbee Golf (Station Event)**

Garbage cans will be spaced out around the field as the hole targets. The hole is completed when a Frisbee is tossed into the garbage can for that hole. The course will have 9 holes. Patrols will play a scramble format (everyone tosses a Frisbee and the next throw is played from the best throw). An adult will accompany each patrol to keep score. Best overall score wins. In the event of a tie, there will be a sudden death playoff between the tying patrols. The first patrol to win a hole, wins the event.

### **Event#7: Toilet Seat Toss(Station)**

The rules and scoring for the toilet seat toss are the same as horseshoes. Instead of using actual metal horse shoes and metal stakes, we will have two wooden stakes and two toilet seats as the shoes. We will hammer the wooden stakes into the ground 20 feet apart. Then toss the toilet seats and try to ring them around the wooden stake opposite your team.



#### **The Rules:**

1. Each player pitches both toilet seats followed by their opponent's two seats.
2. In pitching a seat, the player may not cross the foul line.
3. Half the patrol throws from one stake and half throws from the other. After each round patrol members must switch so that all patrol members participate.
4. Games will be played to a 40 toilet seat toss per patrol limit game.

**Scoring:**

1. Any toilet seat must be within one toilet seat-width of the stake to be considered for points.
2. The closest toilet seat to the stake gets 1 point.
3. If you have two seats closer than any of your opponent's, you get 2 points.
4. Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straight-edge without touching the stake.
5. If you have the closest seat and a ringer, it's 4 points.
6. If your opponent throws a ringer on top of yours, they cancel and no points are scored.
7. Leaners are worth 1 point and are considered closer than any adjacent seat except ringers.
8. Ties will be broken by the following rules:
  - a. Team with the most ringers.
  - b. If the tied patrols have the same number of ringers, one toilet seat will be tossed at a time by each patrol until a winner can be determined by using normal scoring rules.

**Event #8: Marshmallow Gun Top Shot (Station Event)**

**Target Range #1:** Everyone takes turns firing 10 marshmallows to see how many Styrofoam cups they can knock over.

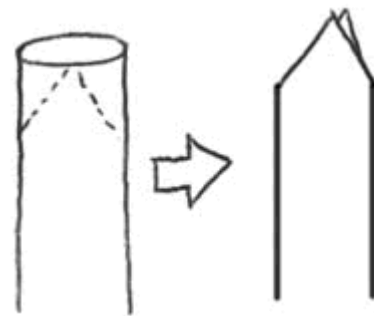
**Target Range #2:** Everyone take turns firing 10 marshmallows to see how many marshmallows they can put through the target opening.

Marshmallow guns will be provided to use at the station. Points will be awarded by number of cups knocked over and number of marshmallows through the opening.

**Event #9: Duck Call Competition (Station Event)**

Judging shall be based upon contestant's ability to bring in a simulated flight of ducks using a homemade call (instructions below). You may want to research calls on YouTube and then practice them prior to the competition. The calls will be performed at evening program.

**Duck call competition scores will be included as part of the final score to determine the Scout Commander Patrol Camporee Champions.** Only one caller per troop will be allowed. All patrols competing from that troop will receive the score from their troop Duck Caller.

**Duck Call Instructions:****Step 1: Size up the Straw**

Take an ordinary drinking straw and cut off any pleated elbow ends. This generally works well when the straw is cut down to a 4 to 6" length.

**Step 2: Flatten an end**

Take one end of the straw and flatten the last half inch of it. A blunt edge of a butter knife rubbed against the end of a straw works well. Make sure the creases are well defined, but don't flatten too much or it will become difficult to blow.

**Step 3: Cut a reed**

On the flattened end cut off the last quarter to 3/8" of the EDGES. Angle the cuts inward toward the flat end of the straw so that it forms an angled U.

## Event #10: Outhouse Race

Don't be a party pooper. Let's get this "potty" started by entering your patrol in the outhouse race. Design and build a person powered outhouse capable of withstanding multiple races. Outhouses must be pulled. How creative can you be using the construction requirements listed below? There will be an award for the most creative design. The painting and decorating of outhouses is highly encouraged. Outhouses must be deposited at the designated area for judging prior to flag-raising to be eligible for the Party Pooper Award. Judging will occur in the morning, races in the afternoon.

### Team Rules

1. Each team consists of pushers and one rider.
2. Maximum of five people can be on each team and one person must ride inside the outhouse and remain in the outhouse throughout the race.
3. During the race the rider must be seated over the hole.
4. The rider must wear a safety helmet during race.
5. Race course may be 200 feet.
6. The course will be divided into lanes.
7. No outhouse may go into another's lane. If a collision occurs, both teams will return to the start line and restart the race.
8. You must push your entry, people power only. Finish when outhouse crosses line.
9. Each outhouse will go undergo a safety inspection. A patrol may not be allowed to participate if their outhouse is deemed unsafe.



### Construction Requirements (See provided blueprints for suggestions)

1. Build an outhouse on a plywood base. Outhouse should have 4 sides, a roof and a doorway. It may also have a door but the door must be secured open during the race.
2. Dimensions of the outhouse must be at least 2' 6" wide by 2' 6" deep and at least five feet from the ground to the highest point of the outhouse.
3. The exterior of the outhouse is to be corrugated cardboard stapled to the frame or OSB or plywood.
4. Mount it on skis, or runners, or even wheels. But keep in mind, the track is a cinder softer material that tends to get sloppy???
5. Outhouse interior must contain a toilet seat with a hole that one team member sits on during the race. The seat must be attached securely to a frame which is attached to the outhouse base. The rider must hold onto some type of grasping device secured to the base during the race for safety reasons. Bonus points if rider is a Webelo.

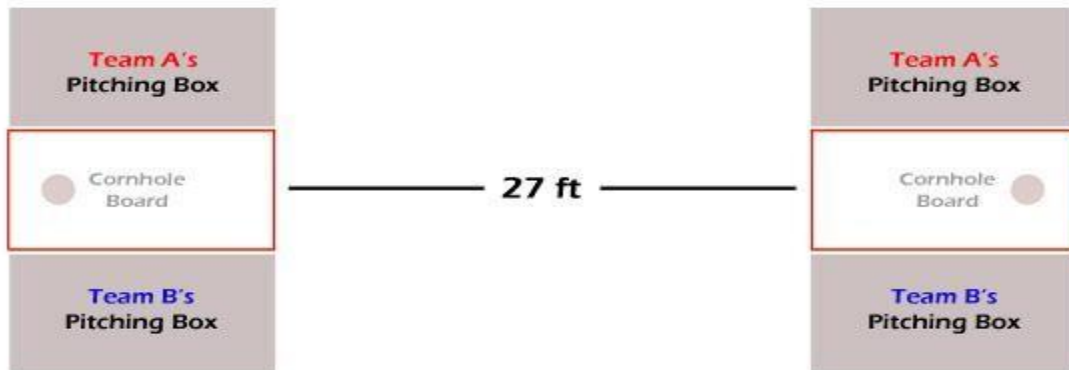


6. Interior of the outhouse must have one roll of toilet paper on a roll holder or hanger and reading material.

7. Each outhouse must have its name or theme & Troop displayed on the exterior of outhouse. The provided blueprints are for suggestion purposes only. They may or may not be followed exactly.

## Event #11: Corn Hole Tournament

Our Corn Hole tournament will be played with 4 players from each patrol, two on each side. Pick which side of the board you'll throw from. Your patrol members pitching box will be directly across from each other.



Decide who goes first then take turns throwing bags with your opponents. A patrol member throws one bag, then their opponent. Alternate tosses between the two patrol members on each side. Your feet may not go past the front edge of the board. If they do, a foul is called and the toss is forfeited. Also, a tossed bag may not touch the ground. If it hits the ground and bounces up on the board, remove it before any other bags are thrown. If it's hanging off the board and touching the ground, remove that as well. When all 8 bags have been tossed to the other side, add up the score (see scoring below). If you earned the most points in that single round, your team will throw first in the next round.

Scoring is simple. After all bags have been thrown, a bag remaining on the board is worth 1 point. A bag that went in the hole is worth 3 points. Add up how many points your team earned. Count every point (no negation of equal points) and see who has the most points at the end of 10 rounds. A minimum of two games and a maximum of three games will be played. Patrol members who play in a game must switch places with other noncompeting patrol members in subsequent games. The first team to win 2 games wins the match.

This will be run as a tournament. Each patrol will be given a time to show up at this event. Patrols more than ten minutes late will forfeit their match. Winners of each match will be paired up against each other after the outhouse races to determine the overall camporee winner.

## Event #12: Beard Contest

This event is for everyone. It is an individual event. Adults, leaders, parents, and of course Scouts. We will have different classes of judging:

1. Best Real Beard – Adult
2. Best Real Beard – Scout
3. Best Homemade Beard – Adult
4. Best Homemade Beard – Scout
5. Most Creative Beard – Real
6. Most Creative Beard – Made
7. Longest Overall Real Beard

Get Creative with your beards!!! They can be made from yarn, string, felt, leather, and more! There are many ideas on the internet and YouTube so check it out and show up with an awesome beard to wear!!!

## **Awards:**

- Scout Commander Patrol Champion – Top combined events points
- Party Pooper Award - Most attractive or spectacular looking outhouse.
- Outhouse Race Champions
- Corn Hole Tournament Champions
- Duck Blind Building Champions
- All Tied Up Champions
- Duck Call Champions
- Mountain Man Machine Champions
- Frisbee Golf Champions
- Toilet Seat Toss Champions
- Far Buildin' Champions
- Duck Tape First Aid Champions
- Marshmallow Gun Top Shot Champions
- Beard Contest Awards

## **Housekeeping notes:**

1. Costs: \$15 for all Scouts & Scouters: Scout age Quests Boys that live inside Allegheny Highlands Council are free Please Pre-register at [www.alleghenyhighlands.org](http://www.alleghenyhighlands.org)
2. There will be separate flush bathrooms for Leaders and Scouts on the fairgrounds.
3. We are camping as a council on the infield of the track at the fairgrounds. There will be NO exceptions.
4. Because we are on the infield, only ONE vehicle is permitted to cross the track because they are concerned we may damage it. Also, the infield will not permit room for vehicles and campsites all to fit. Therefore, ONE vehicle is permitted to cross into the infield, unload, and exit the infield. ONE trip per vehicle. When your troop has fully arrived, send the truck and trailer across. Trailers ARE permitted in the campsites but NO vehicles.
5. If the track conditions are wet at the time of our arrival, only 4WD trucks will be allowed to cross the track, again, ONE time. If your troop does not have a 4WD truck, one will be available to cross your gear and/or trailer over.
6. ELEVATED campfires are permitted. You must bring your own elevated fire pit. There will be no fires directly on the ground.
7. If you live over 50 miles from Little Valley, NY or you don't have or don't want to transport wood, we will have firewood there for sale.
8. There will be a trading post.

Questions? : [joepilly2@gmail.com](mailto:joepilly2@gmail.com) or [mary.rix63@yahoo.com](mailto:mary.rix63@yahoo.com)



**Calling all Units/Patrols**

# **SATURDAY SPECIAL**

**Scout's Own Campfire Program**

**Cash Prizes for The Best Performances**

**1<sup>st</sup> Place \$100 - 2<sup>nd</sup> Place \$75 - 3<sup>rd</sup> Place \$50 - 4<sup>th</sup> Place \$25**

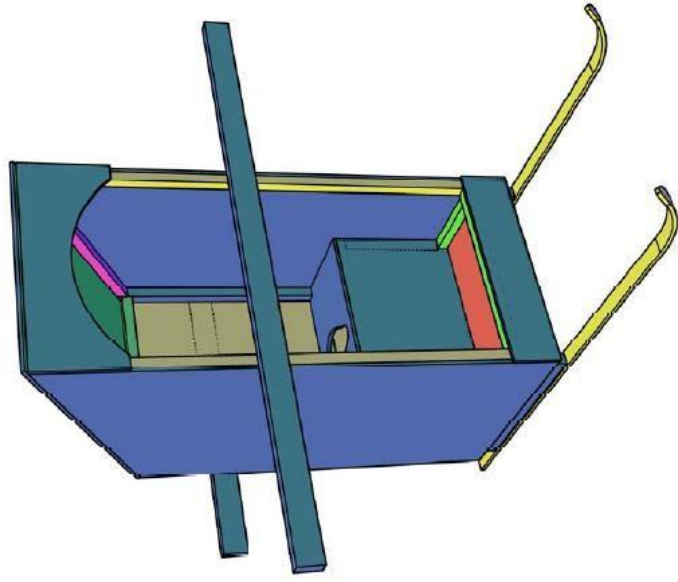
**5<sup>th</sup> through 9<sup>th</sup> Places \$10**



**Please RSVP your spot by emailing Will Cole  
[williammcoleiii@gmail.com](mailto:williammcoleiii@gmail.com) only 15 slots available**

# Materials

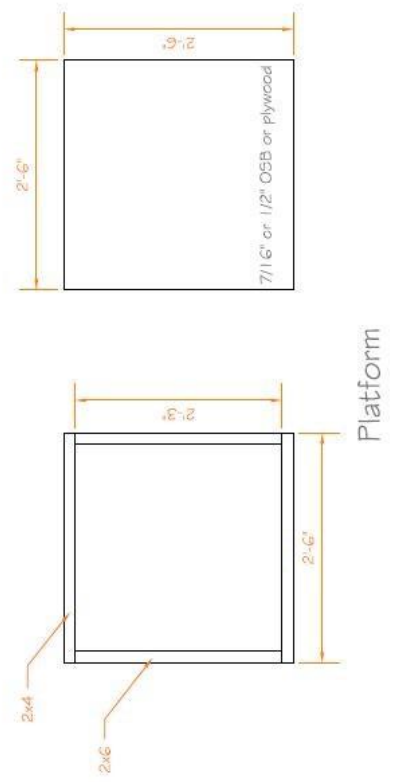
- 1 pair cross country skis
- 3 sheets 4'x8' - 1/2" plywood or OSB
- 1- 8' - 2x6
- 3- 8' - 2x4
- 8- 8' - 2x2
- 1# - 3" screws to assemble frame & platform
- 2# - 1 1/4" screws to attach skin
- Toilet paper holder
- Toilet paper
- Reading material



## Notes:

This outhouse meets all requirements for the Traditional Class  
 Push bars are 7' and 55"  
 Decorate to taste (PG rating)

Skis mount to 2x6s



Platform

# The Frame

2x2 lumber

A = 7 @ 27"

B = 2 @ 66" longest point - 30° cut

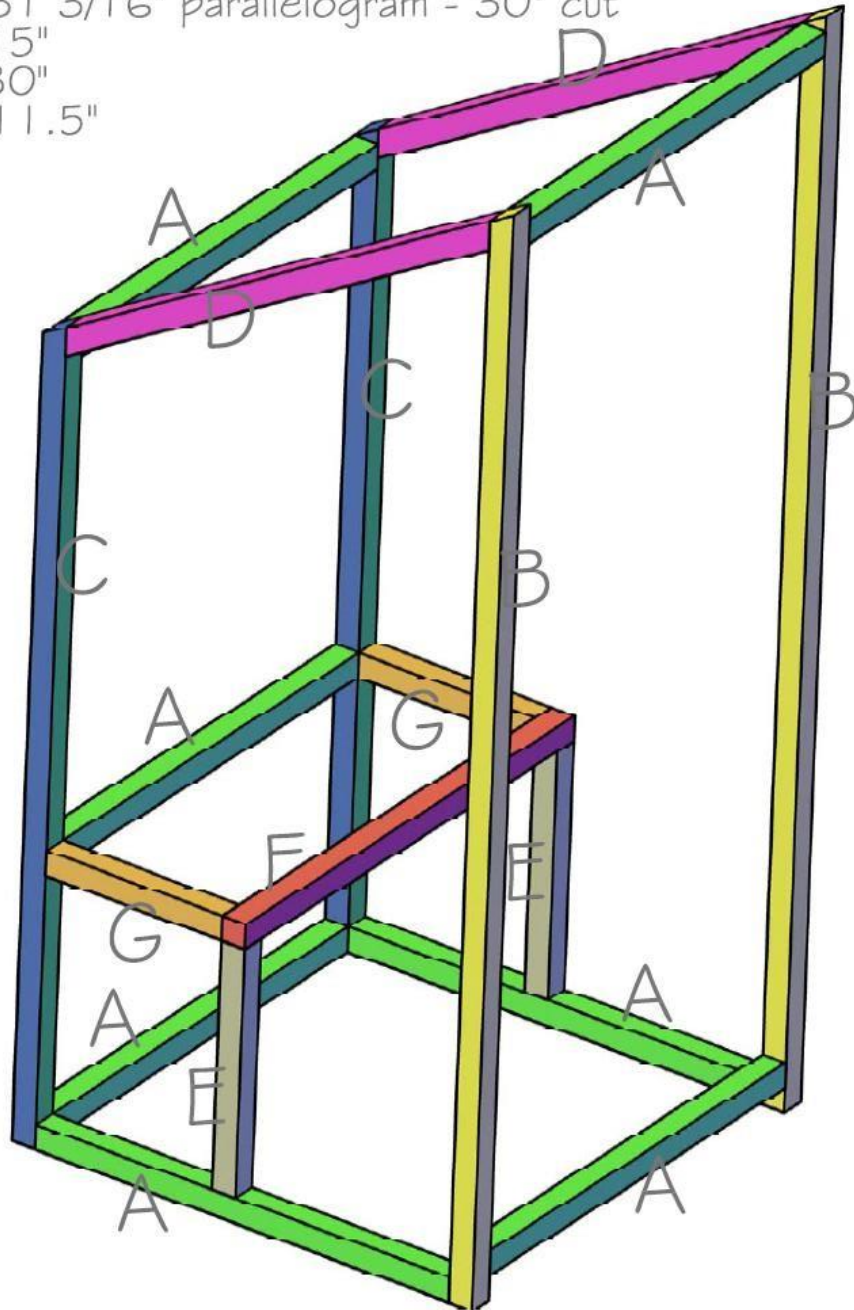
C = 2 @ 49.5" longest point - 30° cut

D = 2 @ 31 3/16" parallelogram - 30° cut

E = 2 @ 15"

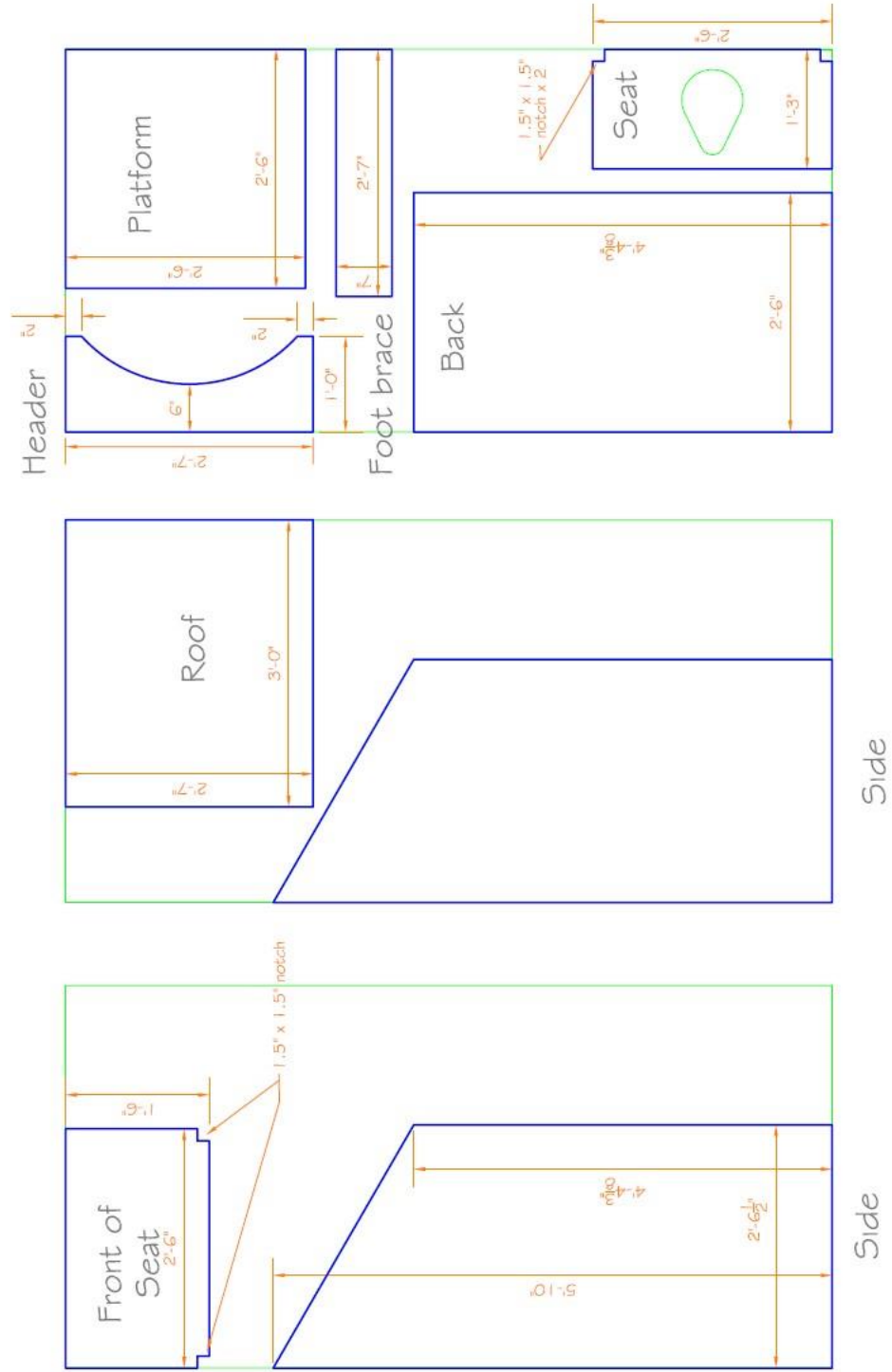
F = 1 @ 30"

G = 2 @ 11.5"



# The Skin

3 sheets of 4' x 8' - 1/2" plywood or OSB



# AHC Scout Commander Camporee Registration Form

Troop Number and Town: \_\_\_\_\_

Scoutmaster: \_\_\_\_\_

Senior Patrol Leader: \_\_\_\_\_

**Patrol Rosters:**

Patrol Name	Patrol Name	Patrol Name
Patrol Leader	Patrol Leader	Patrol Leader
<b>1</b>	<b>1</b>	<b>1</b>
Patrol Members	Patrol Members	Patrol Members
<b>2</b>	<b>2</b>	<b>2</b>
<b>3</b>	<b>3</b>	<b>3</b>
<b>4</b>	<b>4</b>	<b>4</b>
<b>5</b>	<b>5</b>	<b>5</b>
<b>6</b>	<b>6</b>	<b>6</b>
<b>7</b>	<b>7</b>	<b>7</b>
<b>8</b>	<b>8</b>	<b>8</b>
<b>9</b>	<b>9</b>	<b>9</b>

**Adult Participants:**

<b>1</b>	<b>4</b>	<b>7</b>
<b>2</b>	<b>5</b>	<b>8</b>
<b>3</b>	<b>6</b>	<b>9</b>

**Registration Fees:**

Total Boy Scouts \_\_\_\_\_ X \$15.00 =

Total Webloes \_\_\_\_\_ X \$15.00 =

Total Guests: \_\_\_\_\_ X \$ FREE =

Total Adults \_\_\_\_\_ X \$15.00 =

Extra Patches \_\_\_\_\_ x \$2.00 =

Total \_\_\_\_\_