

Taughannock District 2018 Klonduck Winter Camporee

Scout spirit guidelines (2 points)

- 0
 - patrol doesn't introduce itself at all or is sullen when you do so
 - patrol isn't courteous – no pleases, no thanks
 - poor sports – start arguing the rules without specifics (remember, standing up for their interpretation of the rules is to be encouraged – it's the arguing "it's not fair" without a reason that is to be avoided!)
 - no patrol flag
 - no patrol yell given when done

- 1
 - patrol does introduce itself, but has to be reminded
 - patrol is courteous – but has to be reminded
 - bickering among patrol members
 - has a patrol flag or a patrol yell, but not both

- 2
 - patrol leader makes himself obvious, introduces himself (and even his patrol)
 - patrol does not have to be reminded to be courteous
 - patrol offers constructive suggestions on how to make the station better or even offers thanks for a good time
 - little bickering among patrol members
 - has a patrol flag and a patrol yell

NOTE: We ask each station to keep a separate track of patrols and to recommend 3 patrols for separate scout spirit recognition at the end of the day ...

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Station 4 – Catapult Station - Just for Fun

Story: Scouting often uses games and competitions that were used long ago. It was not always work, work, work on the trail. Sometimes people would play games. Of course, the games used often carried a practical element – who could shoe a horse the fastest, who could carry the most ... you get the idea. Pioneers needed – you guessed it – pioneering.

Your patrol's job is to build your best throwing device and throw this tennis ball as far as you can. Of course, folks on the Oregon trail didn't have tennis balls, but we'd rather not have to send someone to the hospital.

Rules:

- Your patrol's throwing device must contain a throwing arm (in other words, you can't use your hand to throw the ball).
- your throwing device can be of any kind – catapult, trebuchet, mangonel ...
- Your ball must clear the horizontal rope 3 m above the ground and go at least 5 meters.
- you must use at least 3 lashings
- you may use any object you brought in constructing your device
- you may use found objects in constructing your device
- you may make as many tries as you wish in the time allotted
- your base score, however, will depend BOTH on your patrol's cooperation and teamwork as well as your success in tossing the ball
- we will keep track of distance throughout the day and award 3 points to the top finisher, 2 points to the 2d longest and 1 extra point to the 3d longest.

Station equipment needed:

- Rope for 3 meter high mark
- Rope for 5 meter distance mark

Sled equipment needed:

- cup for holding ball
- lashing rope
- potential spars (Scout staves, sled, firewood can be used)
- handbook (for reminder on lashings)

Scoring

- 2 points for teamwork/cooperation
- 2 points for scout spirit
- 6 points for station work
 - 0-2 points – patrol argues angrily, some guys stand around while others do all the work, catapult doesn't work, poor lashings or lashings not used
 - 3-4 points – patrol bickers, but everyone helping, catapult works, but misses either the height or distance mark, lashings present, but not tight or tied improperly
 - 5-6 points – patrol may have differences of opinion, but patrol leader leads discussion to use planning time effectively, divides up work so everyone participates, makes a device that meets height and distance marks, lashings are decent examples of their type

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Quest for the Silver Spoon

Story: The Oregon Trail was a 4-6 month trek. There was little in the way of processed food ... and “canned” was about it for “pre-processed.” There were no microwaves. There were no refrigerators. If you wanted it cooked, you had to do it yourself. You needed high energy food that would keep easily.

In designing the competition, we wanted to avoid dinner since some groups need to head home, there’ve been problems with patrols heading back to cabins and then coming back to turn in a creation and it’s hard to cook in the dark. We wanted to find something you could cook in an hour and which might allow your creativity to shine through.

In deciding on a food for you to cook in competition, we decided to go with a food that the Oregon Trail area is famous for ... the POTATO.

You have 45 minutes to cook a potato dish. You can cook it any way you want. Just as folks on the trail could, you can pre-prepare. They could certainly have come with spices or have had things prepared to cook. What you can’t do is cook the whole dish ahead of time. To be clear, your ingredients can be partially cooked (parboiled potatoes for example), but the dish must be cooked at the camporee.

Make a half portion for the judges – your entire patrol must also eat the dish. In other words, give the judges some of what you’re eating.

You can cook with whatever you bring on your sled. We’d strongly recommend against Dutch Ovens ... while the settlers would have them on their wagons, their scouts would not likely use them (they were heavy and hard to pack on horses). You will not have time for full dutch oven cooking in the 45 minutes you have! By the way ... do you really want to have a heavy object on the sled when you race it?

You’ll be judged on taste, appearance, presentation and timeliness:

Scoring:

- 1) 2 points for taste – judge’s discretion
- 2) 2 points for appearance – burned or underdone portions get their penalty here!
- 3) 2 points for presentation – no points for a lump on a plate, 1 point for a pleasing portion, 2 points for something “fancy”
- 4) timeliness – the last four teams turning in their dishes will get penalized (2 points for the last, 1.5 for the second to last and so on).

We’ll award points for the top 5 entries – 5 points and the “Silver Spoon” for the first place, 4 pts for 2d etc.

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You've caught some Prairie Chickens Start a fire!

Story: You and the rest of your patrol has been living on oatmeal and beans for the last week. Happily, you've just bagged some prairie chickens! You've strung them on a string and now need to build a fire to roast them. (Your goal is to get them flaming.)

Set up info: Set up a fire building area with the prairie chickens (marshmallows) on twine. The twine is tied to two sticks on either side of the fire, holding the prairie chicken 18 inches over the fire building site.

Station Equipment Needed:
Safe fire building circle.
First aid for burns

Sled Equipment: Tinder, kindling, fuel, matches.

Scoring

- 2 points for teamwork/cooperation—.
- 2 points for scout spirit-
- 6 points for station work --Fire is laid and lit, and built high enough to light the prairie chicken on fire. -Extra point for 1 match fire, extra point for no-match (flint and steel or other method) fire.

- 0-2 points – patrol argues angrily, some guys stand around while others do all the work.
- 3-4 points – patrol bickers, but everyone helping.
- 5-6 points – patrol may have differences of opinion, but patrol leader leads discussion to use planning time effectively, divides up work so everyone participates.

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You poor scout! Your leg is broke to bits!

Story: One of your patrol was leaping on and off the slow moving wagon for fun, when suddenly the wagon's front wheel hit a hollow in the ground and the oxen jerked hard left. The scout slipped and fell. He hit his head on the wagon on the way to the ground and then his lower legs were run over by a back wagon wheel. The team driver called out a loud "Whoa" to the oxen. The scout is unconscious, has a cut above his eye which is bleeding profusely. Your patrol needs to care for your fellow scout, and transport him onto the wagon.

Adults:

You choose scout to be injured (should not be smallest or biggest scout.)
(or camporee could supply adult victim)

Tell unconscious scout that he is conscious after two minutes.

Station Equipment Needed: Place that is the "wagon" (picnic table) about 50' away.

Sled Equipment:

first aid kit—with bandages for head, splinting.

Staves for splinting (can also use sticks in woods), and for making transport.

Scout Handbook

Blankets, jackets, or sleeping bag for transit and for treating shock.

Blankets, jackets or sleeping bag for shock.

Scoring

2 points for teamwork/cooperation

2 points for scout spirit

6 points for station work

- 0-2 points – patrol argues angrily, some guys stand around while others do all the work—
Recognition of First Aid priorities: bleeding, shock, broken leg. While some scouts bandage head, treat for shock, and talk with injured scout, others prepare a transport option or find splint material.

- 3-4 points – patrol bickers, but everyone helping. Injured scout's leg is splinted, and scout is moved to transport system.

- 5-6 points – patrol may have differences of opinion, but patrol leader leads discussion to use planning time effectively, divides up work so everyone participates. Scout is transferred to "Wagon" safely.

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Tree & River Height & Width

Story: A father is making the journey to Oregon Territory with his two boys. All their worldly goods are in a prairie schooner that is being pulled by two oxen. This family has become temporarily separated from the rest of the wagon train. They have now reached the bank of a large river and must figure out how to get themselves and their belongings across. There doesn't seem to be an obvious way to the right or left to cross.

Before you are two trees. Maybe, if these are felled, they can be laid across the river as the basis for a bridge. You need to determine if this will work. (At this point, let the scouts think. Hint, only if necessary. What is the height of the trees? What is the width of the ravine?)

Scoring:

- 1 point for accuracy of tree height within FIVE feet.
- 1 more point for accuracy of tree height within TWO feet.
- 1 point for accuracy of river width within FIVE feet.
- 1 more point for accuracy of river width within TWO feet.
- 1/2 point if multiple height methods used
- 1/2 point if multiple width methods used
- 1/2 point if every patrol member performs a height assessment
- 1/2 point if every patrol member performs a width assessment

Station equipment needed:

- The two tall pines in front of the dining hall.
- The "river" demarked in the river crossing station.

Setup (pre-operation):

- This station is paired with the river crossing one.
- A single river outline should therefore suffice for both stations.
- For the premise of that station's story the river must be wider than the trees are tall.

Running the station:

- Give Scouts a copy of the story and the rules for this station.

This can be a teaching station. Knowledgeable scouts should be encouraged to EDGE the techniques to the younger scouts. They are trying to get those half points! But those younger scouts must ultimately do their own work, "enable", to get that half point. Furthermore, books can be used (and even encouraged), and if a scout does not have the EDGE requirement signed off and does to, the station master may sign that off in their book.

Score patrol.

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River Crossing

Story: A father is making the journey to Oregon Territory with his two boys. All their worldly goods are in a prairie schooner that is being pulled by two oxen. This family has become temporarily separated from the rest of the wagon train. They have now reached the bank of a large river and must figure out how to get themselves and their belongings across.

While some tall trees are present, the father isn't sure these trees will make a good bridge. The good news is they see enough logs lying around to make a raft that can be poled across the river. Fortunately, they brought enough rope with them to lash together such a raft. But this raft will not be very big.

The river crossing must obey these rules:

- Whoever is poling the raft will only be able to take one item along with him: one ox, or one person, or the wagon.
- Only the father is strong enough to pole the raft if it has an ox or the wagon on it.
- A boy can pole the raft if it is empty, or if his brother is riding along as a passenger.
- The oxen will run away if they are left unattended. Someone must therefore accompany the oxen at all times.
- Only the father can take care of both oxen at once.
- A boy can take care of no more than one ox.

Your patrol's job is to solve the puzzle of the river crossing. Six patrol members will play the roles mentioned above. The patrol leader plays the father, while five others play the two brothers, the two oxen, and the prairie schooner. Everyone must end up on the opposite bank while following the above restrictions.

Rules:

- The first step is to lash together four logs with square lashings to make the outline of the raft. It should be big enough to "carry" two patrol members inside it.
- Patrols should come equipped with their own rope for the lashings, and a Scout staff to use as a pole for the raft.
- Patrol members then make trips back and forth across the "river" which is marked by the lines that denote its banks.
- Use a Scout staff as a pole for the raft.
- At all times, the patrol must obey the restrictions on who can travel together and who needs to remain on the banks.

Scoring:

- Objective: 2 points for lashing the raft correctly
2 points for a clear explanation of how to solve the puzzle
2 points for carrying out the river crossing in an orderly manner
(station master can deduct full or half points for not bringing the right equipment, bickering, disorganization)
- Subjective: 2 points for teamwork/cooperation
2 points for scout spirit

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Station equipment needed:

- Two long spars and two shorter ones to make the boat outline (two sets might be helpful)
- Markings that designate the river banks
- Patrols should come equipped with their own ropes, but extra ropes should be kept on hand for any ill-equipped patrols

Setup (pre-operation):

- This station is to be paired with the distance-measuring one. For the story logic, the height & width station should be visited before this river crossing station.
- A single river outline should therefore suffice for both stations. For the premise of this station's story the river must be wider than the trees are tall.
- Make sure spars and extra ropes are present.
- Optional: it would be nice to have pictures of the characters (one man, two boys, two oxen, one wagon) for the Scouts to wear. These pictures could be on sheets of paper enclosed in Ziploc bags for weatherproofing. The Ziploc bags could have holes punched in two corners, with lanyards attached through the holes.

Running the station:

- Give Scouts a copy of the story and the rules for this station.
- If they so desire, they should be allowed to divide-and-conquer for the purposes of making the lashings and solving the puzzle.
- Give them some space and time to solve the puzzle – but observe the process. How well do they communicate? How well do they collaborate?
- Make sure the patrol undoes their lashings before they depart.
- Score patrol.

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Knot all are right

Story: You are using knots quite often when out on the trail. While it is important to know how to tie a knot it is also important to identify if you have tied the correct knot. Around this camp site you will find many knots which have been labeled with letters. Find and report the letters corresponding to the 6 scout knots learned up through First Class.

Your patrol's job is to find the six common scout knots.

Rules:

- Each scout in patrol should find one of the six knots (adjust accordingly for patrol size, double up scouts or more than one knot for a scout)
- One scout searching course at a time

Station equipment needed:

- large sacks or laundry bags for the binding knots
- Tents/tarps
- trees or posts
- Tags with letters to mark knots
- Set up a campsite which makes use of many knots. Use all the scout knots in appropriate situations but mix in many similar knots. Some examples of knot series, some should be easy and some need to have very similar knots. Example series as follows

SQUARE KNOT: Thief's Knot, Granny Knot, Surgeons Knot

BOWLINE: Figure eight loop, Alpine butterfly loop

SHEET BEND: Carrick bend, Zeppelin bend

CLOVE HITCH: Pile Hitch, rolling hitch, cow hitch

TWO HALF HITCHES: Buntline hitch, reverse half hitch

TAUTLINE HITCH: Midshipman's hitch, Adjustable grip hitch

Sled equipment needed: - none

Scoring

- 2 points for teamwork/cooperation
- 2 points for scout spirit
- 6 points for station work
- 1 point for each correctly identified knots

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Day Competition – Mapping

Story: The original purpose of a scout was to go ahead of the group and find the trail – that way the whole group could keep moving. Large groups stopping unexpectedly used up needed supplies faster and were more vulnerable. To keep the groups moving, the scouts had to be able to map the route and/or improve the maps they used. Scouts had to map as they went ... and that's part of what you need to do today as well.

Your patrol's job is to make a map of your particular trail throughout the day.

To make your job a little easier, please put your map on the back of this instruction sheet – you'll find it was covered with graph paper to make your job a little easier ... after all, wagon trains on the Oregon Trail started in the spring ... they would not have to contend with heavy winter clothing all the time.

You can organize your mapping anyway you wish – you can designate one or two scouts to be your map makers or your whole patrol can participate.

Take all your mapmaking skills and make a working map of your route throughout today's camporee. Your starting and ending point will be the Mess Hall. You can, of course, pick whatever station you want to go to next – so you are mapping your own route. Your map should include a bearing to your next station and a distance to that station. Your map should show where you stopped to make lunch and pick up with moving from your lunch station to your first afternoon station. Of course, since all your stations are on the Field, your map should end up looking a bit like a web. Each station will have a large number – you should be able to see the number from each station so you can take your bearing on that number. Neatness counts – others must be able to read your map!

Sled equipment needed

- compass, ruler
- writing instrument
- Scout Handbook – for helpful reminders about map making

You will be judged on the completeness of your map (right down to having your troop and patrol name on it!) as well as the accuracy and consistency of both your bearings and distances.

To qualify for your points, you must hand in your completed map with your scoresheet before you start your race.

As with all “overall” games, we will declare an individual winner and announce the top 5 winners with points being awarded 5 pts to the first place winner with the “Silver Compass” and 4pts to 2d etc.

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Warmer temperatures, pouring rain—Your fire has gone out!

Story: Your patrol has spent the night under leaking canvas as the rain poured down. You awake to warmer temperatures, and melted snow. The oxen are glad to be able to find grass. You realize happily that the danger of the oxen and the wagon sliding sideways on ice is gone (though the thought of getting mired in the mud weighs heavily on your mind). Still, it's warmer and you go to make breakfast only to find that the fire has gone out! You need to go to the next wagon to get hot coals to restart your fire—but all they give you is an old can with no handle filled with hot coals. You need to move it back to your camp.

Set up info:

1. Set-up- Patrol Wagon site is 40' away from neighbor's camp.
2. Patrol can go back and ask for more ashes/coals if there is a complete spillage.

Station Equipment Needed:

- Can of ashes to be moved.
- Elastic band to be stretched out around the can.
- Large bucket of ashes for re-filling can when necessary.

Sled Equipment:

Ropes for attaching to elastic band, and to stretch out around can and then moving can back to wagon site.

Scout Handbook—refer if necessary for hitches.

Scoring

- 2 points for teamwork/cooperation
 - 2 points for scout spirit
 - 6 points for station work
- 0-2 points – patrol argues angrily, some guys stand around while others do all the work—
Discussion of how to attach elastic band on the can.
- 3-4 points – patrol bickers, but everyone helping. Can is moved by majority if not all of the patrol assisting.
 - 5-6 points – patrol may have differences of opinion, but patrol leader leads discussion to use planning time effectively, divides up work so everyone participates. Can is moved with little or no spillage.

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The View from the Conestoga Wagon

Story: Your dad is driving you across the landscape, following the marked Oregon Trail across the prairie in the area of Barton Flats ... he's trying to make good time, and there's so much rattling in the wagon, you can't shout out to him and be heard. All you and the rest of your patrol can do is stare out the back of the wagon. SO ... to pass the time, identify as much as you can of the local plants and animals or anything else you see ...

You've been provided with a copy of *Barton's Field Guide to the Western Prairies*, which identifies the animals and plants and geographic figures you might see along the way.

Dr. Barton has thoughtfully provided a Life List on which you can check off all of the things you see and identify. Dr. Barton's book was very exhaustive, so there may be entries for things you won't see - but anything you do see will be in the book and on the list.

If you take a wrong turning, this part of the Trail forms a loop, and it will take your Dad a while to figure this out, so you will have two chances to see each part of the Trail - make the most of the opportunity. Once the wagon has gone around the loop twice, your Dad realizes his mistake and stops the wagon - the station is over at that point.

Rules:

- Do not attempt to communicate with the driver of the Conestoga. He can't hear you, anyway.
- If you think you see something which isn't in the book or on the life list, it's a mirage. That means that it's all in your mind and doesn't exist. Don't waste time on it.

Scoring:

- Objective: Score up to 6 points for animals checked off on life list.
(one-quarter point per animal correctly found - six points / 24 animals)
- Subjective: 2 points for teamwork/cooperation
2 points for scout spirit

Station equipment needed:

- Mars Rover, remote control, receiver, antenna
- Charger and batteries for rover
- Video Monitor
- AAA, AA and 9V disposable batteries
- ANR headset and iPod (preferably with Western music playlist to mask any communication which gets through the ANR)
- Flora and Fauna - at least ten
- Masking tape to mark course
- Copies of *Barton's Field Guide*
- Copies of Life List - at least one per patrol - with clipboard and pencils
- Tarp to partition off the Dining Hall
- Rope or twine to suspend tarp

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Setup (pre-operation):

- Tarp off north end of Dining Hall to form Barton Flats
- Lay out path around floor of Flats with masking tape - mark a starting point
- Put table in middle of Flats for driver to sit on.
- Set flora and fauna and geographic features around path
- Set up video monitor and receiver on south side of tarp

Running station:

- One Scout is driver. He sits on table in middle of Barton Flats.
- Rest of patrol is outside the Flats, with monitor.
- Give patrol copies of field guide, one copy of life list on clipboard
- Set up Mars Rover at start mark of trail
- Driver puts on ANR headset, start playlist on iPod.
- When patrol is ready to go, have driver run Rover around marked path.
- Rover should go around path twice.
- Stop driver when Rover reaches start/stop line for second time
- Score patrol.

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Tree knots

Story: Tying knots is sometimes done in awkward situations. A clear understanding of the structure of a knot is useful in these cases. At this station it is your patrol's job is to tie two half hitches and a clove hitch onto a tree/post without having close access to the tree/post.

Rules:

- No scout may be inside the keep-out zone while tying the knots
- Recommend starting with the two half hitches and then moving to the clove hitch

Station equipment needed:

- tree or post of relatively small diameter with a ~10 foot diameter circle to indicate the keep-out zone.
- about 30 feet of rope for patrols which did not bring their own.

Sled equipment needed: - rope/rope sections to make up ~30 feet

Scoring

- 2 points for teamwork/cooperation
 - 2 points for scout spirit
 - 6 points for station work
 - + 4 points for two half hitches
 - + 2 points for clove hitch
 - subtract 1 point for not having rope
- subtract 1 point for starting two half hitches correctly but not leaving enough length on working end to tighten the hitch to the tree/post