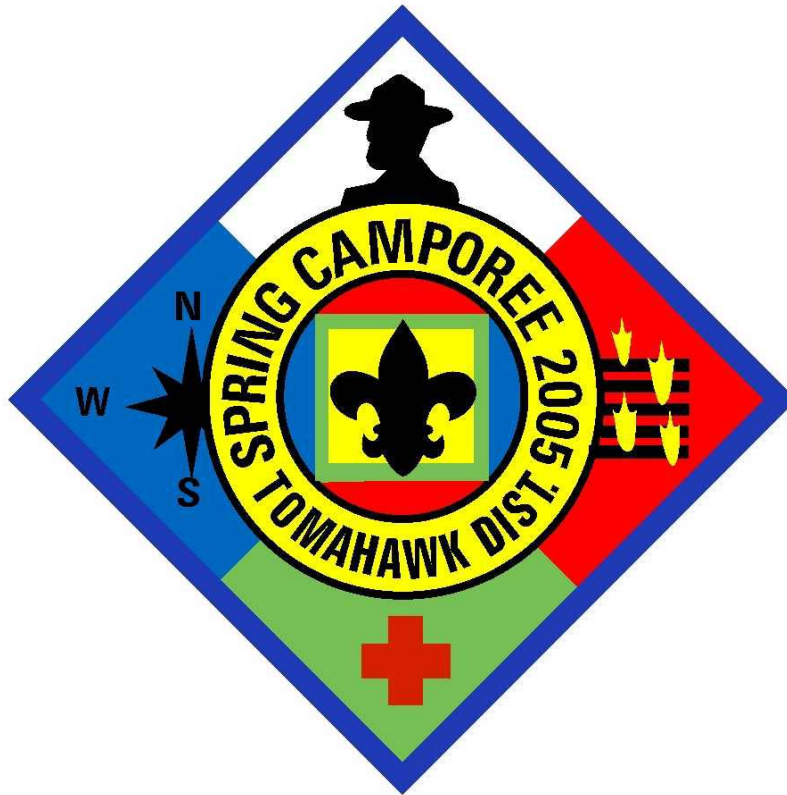


# Tomahawk District Spring Camporee 2005



## Program

**The Tomahawk District Spring Camporee** is going to be full of FUN! This year, scouts will be challenged to use scout skills which patrols have obtained in their first class advancement and will implement them in a series of challenges promoting the patrol method. The camporee is a patrol event, where each patrol comes equipped to use scout skills required in the BSA handbook. Patrols participate in several *field projects or events*, which may not be known to the competitors until that part of the program begins. From the inspection at the start until the Camporee is officially closed, every action (or lack of it) is subject to judging by the officials.

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**Each patrol is under** the exclusive leadership of its patrol leader, for no Scoutmaster may cross into the competition field or offer assistance that might benefit the patrol in any way. The Tomahawk District Spring Camporee therefore provides the greatest possible opportunity for the expression of the patrol method, as the competing teams are to be completely on their own. They are judged on their ability, as a **result of their Scout training and patrol teamwork**, to meet any *problems or challenges*, which may be presented to them.

**The Tomahawk District Camporee permits** the Scouts to use the following equipment and supplies in addition to normally used camping gear: twine, rope (suitable for large pioneering projects) timbers in various sizes and tree trimmings for smaller camp gadgets and projects. We request that all troops bring above ground fire rings or plates in an effort to **“LEAVE NO TRACE”**.

### *What the Tomahawk District Spring Camporee Accomplishes*

**The Tomahawk District Spring Camporee develops** the abilities of all participants; shows their strength and weakness; demonstrates the use and care of equipment; and provides training and practice in Practical camping. Winning patrols are spurred on to perfect their technique and to master new branches of Scoutcraft.

**Patrol Leaders strive** to put the same system at the Tomahawk Spring Camporee effect in their own patrols so that every individual Scout gets the benefit of the Camporee training.

**During the preparatory training period**, each troop may practice the events or the Scoutcraft skills involved in the events between its patrols, in order to train their patrols. This activity promotes troop camping and the making and securing of necessary equipment. The practicing and training broadens the interests of the troop and provide a stimulus to growth.

**As an Inter-Council Event**, in which troops of other districts enter patrols, the Tomahawk District Spring Camporee takes on more than a local interest and gives opportunity for the patrols to measure their work against dozens, or more, patrols from other Troops in the Council.

### *Summary*

1. It develops group interest, for boys plan together for weeks in advance the various methods that may be used to make themselves the most efficient.
2. It is probably the most practical type of activity that gives the fullest expression to the Patrol Method.
3. It develops boy leadership.
4. It brings scouts and scouters closer together in true brotherhood.
5. It prepares inexperienced scouts and leaves them with a memorable camping experience.
6. It promotes fellowship and better understanding of Scouting principles.

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### **Patrol Competitions**

The Tomahawk District Spring Camporee provides patrols many opportunities for a lively competition. Each activity station event will spur the patrols to strive to be the Best Patrol at the Camporee. The following information will assist patrols in preparing for these competitions. Scoutmasters, Assistant Scoutmasters, and parents are welcomed at the Spring Camporee in an advisory capacity only. All decisions and work are to be done by the scouts.

A multitude of exciting and fun-filled activities and competition will be available throughout the weekend. And then, of course, the fun is not over – it's just time for OA Call-Out!

**First Aid / Stretcher Race**– Polish up those first aid skills if you plan to compete. Challenge participants should form 4 person rescue teams and come with supplies for the challenge, such as: blanket, triangular bandages, gauze pads, short & medium wood splints.

Each team will be given 5 minutes to react, treat and handle the emergency. Three to 5 minutes will be provided if an education explanation (feedback) is needed. The group will then move on to the next scene.

Patrols should supply their own volunteers / victims who should be willing to wear costumes, makeup, and to act. This event is unique, in that the person who runs the event, besides being an experienced first-aider, brings an element of reality to the event with his theater experience.

Trained first-aiders who would like to help with judging and whose units are not participating in competition should indicate their desire to do so by the *March Roundtable*.

**Orienteering Relay** – This event will involve every member of the patrol. It will be a cross-country affair with various stations along the way. The relay is run over a cross-country trail approximately one quarter mile in length. The course will have four to six sub-stations. At the end of the each station patrol members will take the necessary readings to find their next station. The entire patrol must participate in the both reading and establish the pace count. The tests or challenges at each station are to be simple and fun enough that each patrol member can do the test/challenge in a short span of time. Refer to the BSA handbook for second class and first class BSA orienteering instructions.

**The Amazing Scout Race** – Each patrol leader will be given instructions on how to find a designated scouter. Once the scouter has been discovered, the patrol leader will lead the patrol in performing a scout skill. Patrol Leaders will be given their next clue once they successfully complete their assigned skill. The event will be carried out throughout the day, the first team to complete all tasks may be declared the winner. **Communications skills are essential to this competition.**

**Fire Building / Starting Competition** – Instructions will be given at the station. The object of this event is to build a self-sustaining fire which will burn a couple of strings set above the fire ring at a predetermined height. Each Patrol member will be required to have his Fireman Chit at the event. Troops/Patrols will be required to provide enough fire rings to run the event, enough firewood will be provided, each patrol will be required to provide their own tinder and kindling.

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Patrols will need to bring the fire up quickly and “stock” it to get it hot without any artificial means. The patrol must maintain the fire until both strings break. This is a timed event.

Patrols may build one of these types of fire utilizing the materials provided by the event staff. Each fire building must include tinder, kindling, and fuel. Event will be judged on fire construction and time it takes for the patrol to burn both strings.

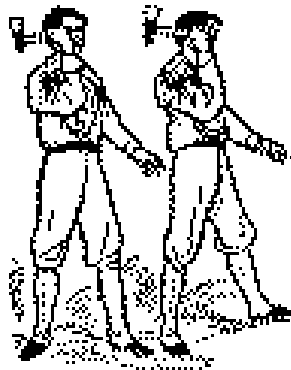
Tepee - The traditional "camp-fire" arrange in a cone shape and light at centre. Works well with damp wood.

Lean-To - Place a green stick into the ground at approx. 30 degrees, pointing into wind. Place your tinder far back under this stick and add fine kindling lean-to fashion along the sides. Ignite your tinder and as the kindling catches add more, thicker kindling.

**Tomahawk Throw** – Scoring Instructions will be given at the station. Refer to the series of sketches below showing how to tomahawk, so that with a little practice the scouts can astonish their friends with their skill in handling this truly Native American weapon.

To begin, stand with your back to the block and step away about five or six steps. Turn and face the block. Hold the tomahawk by the end of the handle just as if you were going to chop wood. The most important thing to remember when throwing is not to flip the tomahawk. Throw it just as you would a baseball and it will turn by itself. Throw it like you would if you were playing catch, not like pitching a fast ball.

If you swing it in a curve, and let it go while the blade is in a diagonal or slanting position, the tomahawk will be sent wobbling through the air like a boomerang, with no power to stick into the mark. The scout must learn to stand firmly before the mark with his feet spread apart, the weight of the body resting upon the right leg.

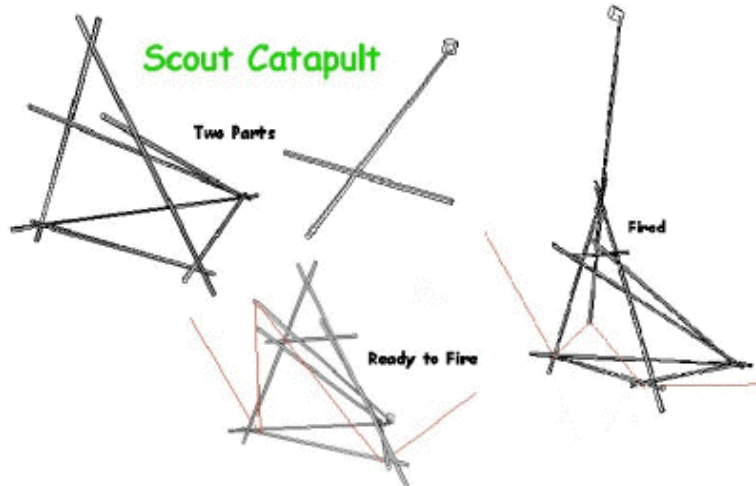


Correct Position for Throwing a Tomahawk, Keep the Blade in a Vertical Line

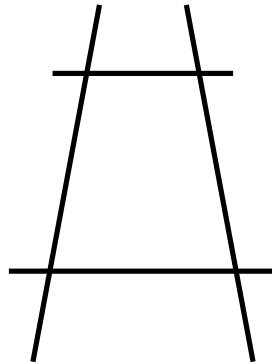
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**Catapult Challenge** - Instructions will be given at the station. Communications skills are essential to this competition. Patrols will build a catapult and will point them towards the target areas. Points will be awarded based on throwing accuracy and distance, as well as building skills.



**Indian Travois Race** - Instructions will be given at the station. This is a timed event. Patrols will construct a chariot utilizing lashings and ride it a determined course. Patrols will lash together four (4) poles using square lashings. Each lashing must have at least 4 wraps and 3 fraps in accordance to the BSA handbook. After the travois is completed, the patrol will carry one scout out to a predetermine location, turn around and hurry back to the start/finish line. Scores will be based on the quality of the lashings and the total time to complete the event.



**Whose Skit is it Anyway** – Instructions will be given at the station. The campfire skit competition could be just the thing to show your patrol's imagination, creativity, and scout spirit! This is a serious competition - a special award will be presented at the award ceremony to the patrol with the most hilarious or original skit. Patrol leaders will receive a scout appropriate line. Patrols will then be given 15 minutes to come up with a skit. Patrols will be given points for originality and creativity. The winning skits will be performed during the Saturday night campfire.

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### General Rules:

When a patrol arrives, introduce yourself and what unit you're from. Ask their patrol name and what unit they're from.

**Ask who the patrol leader is. When you're explaining the rules, talk mainly to him.**

It's usually a good idea to explain the scoring beforehand.

If a patrol hasn't finished an activity in 15 minutes, and another patrol is waiting for their turn, the first patrol must move on (award them whatever points they've earned). They can come back later to try again.

### **Patrol Spirit**

The essence of any scout event is Patrol Spirit. Patrols participating in this year's Tomahawk District Camporee will be carefully observed by the Camporee Staff. This prestigious award will require full participation by every member of the patrol.

### **Health and Safety**

The Tomahawk District Camporee staff has taken particular care to provide a safe environment for the camporee. Provisions have been made for First Aid, fire protection, safe water, waste and adequate restroom facilities. A contingency plan regarding severe weather or other emergencies is being developed and will be included with check-in materials at Friday evening's PLC Meeting.

### **Cooking Competition**

Scouts and Scouters are invited to display their culinary expertise. This has been a very entertaining event at past Camporees, all scouts and scouters are invited to participate. Rules for this competition will be published separately.

### **Registration**

Completed registration packets are being accepted as early as the March Roundtable on Thursday March 17, 2005.

In order to ensure proper materials and supplies are available to all participants, Scoutmasters are asked to please turn in an estimated number of attendees and estimated number patrols by the March Roundtable on March 17, 2005.