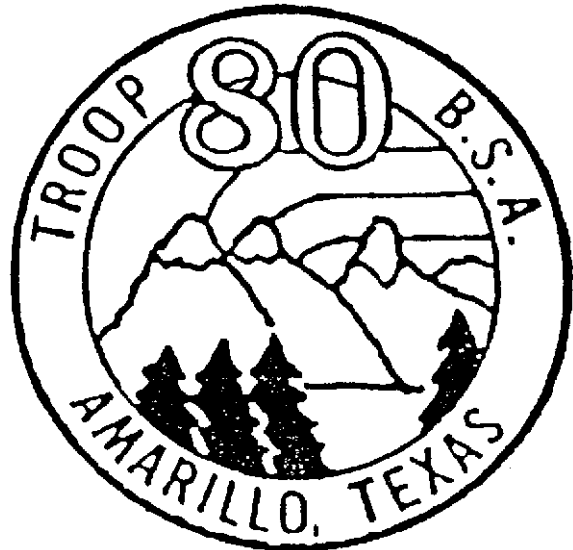


# MINI-CAMPOREE 2005



April \_\_\_\_\_, 2005

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## **Comments**

This form may be used by the ASM in charge of the mini-camporee. The rules are not tied to any official rules for the District or the Council, but are designed to test the skills which Troop 80 wants each scout to acquire. The rules and competitions will be modified from time to time.

This even should be one of the highlights of the patrol competition year. The winning patrol could win as many as 2570 points toward the Outstanding Patrol Competition and 130 points toward Skill Patrol. So come to the Mini-Camporee prepared to play hard and fair and to Do Your Best!

## **Camporee and Field Day**

The troop does not currently attend District or Council sponsored competitions because of problems created in past events. It is deemed better to avoid these stresses at the current time.

## Schedule of Events

### Saturday

Time	Lashings	Tenting	First Aid	Map & Compass	Knife & Ax	Bye
1:00						
1:25						
1:50						
2:15						
2:40						
3:05						
3:30	Orienteering					
7:00	Campsite Inspection - All (Lasts till 8:00)					
8:30	Patrol Flag Judging - All					

### Sunday

Time		
7:30	Cooking - All (Lasts till 9:30)	
	Knots	Scoutsmanship
10:00		
10:15		
10:45	Fire Building - All	
11:15	Competition Complete	

## Knife and Ax Rules

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

All requirements in this event will be judged by the scout handbook suggested procedure. The contact method must be used in splitting the wood.

The patrol must demonstrate the following:		
Safe clearing for use of a knife	0/10	
Passing a knife	0/10	
Proper method for sharpening a knife	0/10	
Safe clearing for use of an ax	0/10	
Passing an ax	0/10	
Carrying an ax	0/10	
Proper method for sharpening an ax	0/10	
Splitting a piece of wood lengthwise	0/10	
Passing a saw	0/10	
Raw score for event		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
<b>TOTAL SCORE</b>		

Equipment: Knives, axes, files, whetstones, saws.

## Tent Pitching Rules

### *General*

1. (0/10) Means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) Means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

The patrol will correctly pitch a Jamboree tent. The patrol will then correctly fold the tent after it has been judged. The guy ropes for all four corners and both sides of the tent must be secured. Pegging the sides of the tent will not be required.

The time limit is 10 minutes. If the patrol does not stop working after 10 minutes there will be a 20 point reduction of score.		
Upright poles perpendicular to ground	0-10	
Upright pole spikes through ridgepole and through gromets in tent and tent pulled taut	0-10	
Tent pegs in a line parallel to tent	0-10	
Proper tautness of ropes	0-10	
How well are ropes retained by tent pegs	0-10	
How well are tent pegs anchored in the ground	0-10	
Evaluate general appearance of tent	0-10	
Evaluate how well the patrol drops and correctly folds the tent	0-10	
Were mallets and other materials used safely	0-10	
Time penalty	-20	
Raw score for event		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
TOTAL SCORE		

Equipment: Two small jamboree tents in bags, 4 mallets, 4 upright poles (red code), 2 ridge poles, 12 nail stakes, 16 rebar stakes.

## **First Aid Rules**

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

Use Boy Scout Handbook and First Aid Merit Badge pamphlet recommended procedures for correct answers.

The patrol will do the following:		
Demonstrate the Heimlich maneuver and tell when it is used	0/10	
Tell first aid for one of the following	0/10	
Simple cuts and scratches		
Blisters on the hand and foot		
Minor burns or scalds (first degree)		
Tell first aid for one of the following	0/10	
Bites or stings of insects and ticks		
Poisonous snakebite		
Nosebleed		
Tell first aid for one of the following	0/10	
Object in the eye		
Bite of a suspected rabid animal		
Puncture wounds from splinter, nail, & fish hook		
Tell first aid for one of the following	0/10	
Serious burns (second degree)		
Heat exhaustion		
Shock		
Tell first aid for one of the following	0/10	
Stopped breathing		
Severe bleeding		
Internal poisoning		
Demonstrate bandages for injuries to one of the following: Head, upper arm, collarbone, or sprained ankle.	0/10	
Tell the five most common signs of a heart attack	0/10	
Make a stretcher and carry someone 5 feet	0/10	
Raw score for event		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
TOTAL SCORE		

EQUIPMENT: 2 triangular bandages, four 6' poles, 2 blankets.



## Map & Compass Rules

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

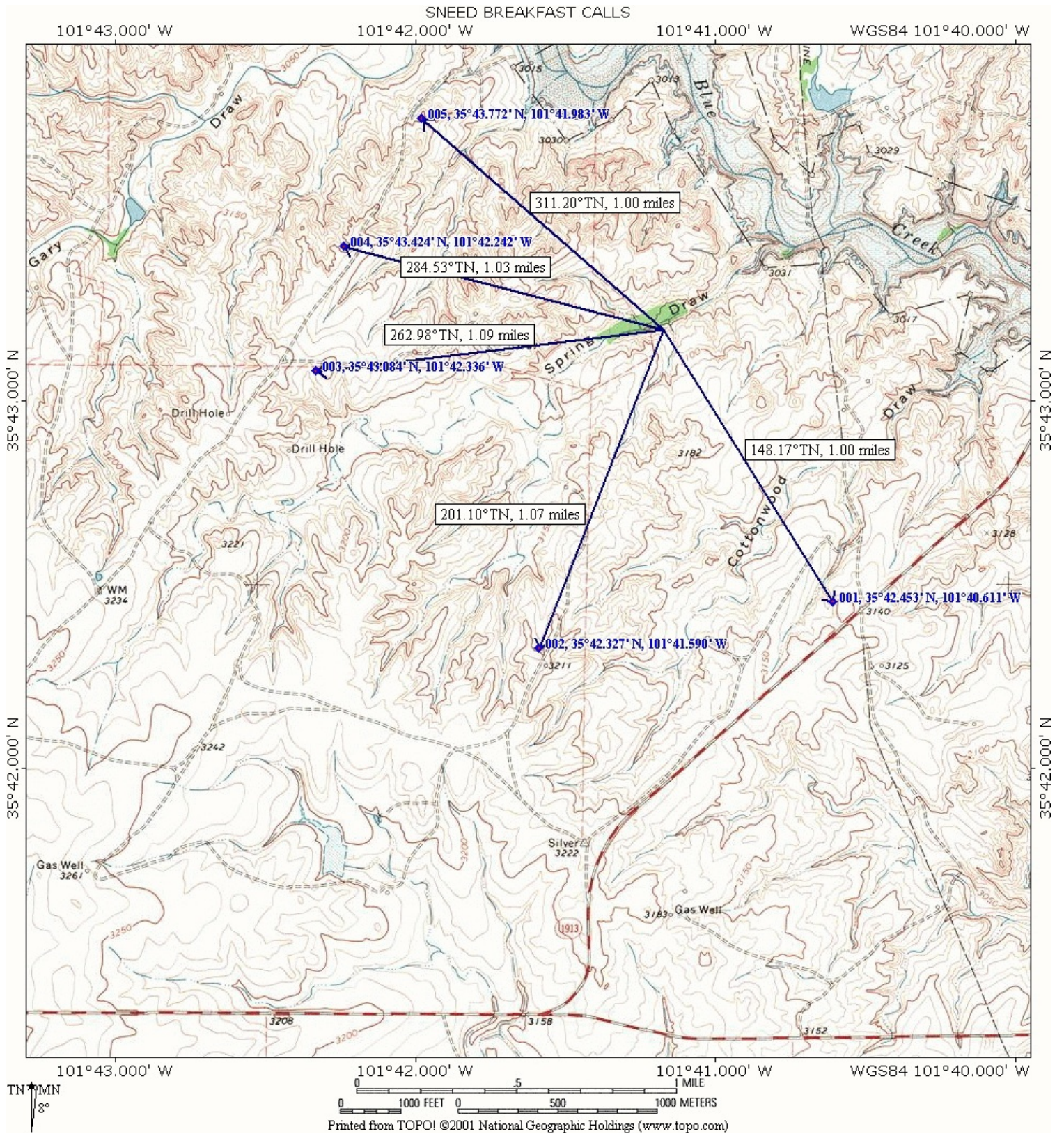
The patrol will be given 15 seconds to identify each of the map symbols, that is 15 seconds per symbol. The patrol will have one minute to orient the map. The map must be oriented within +/- 5 degrees to receive credit.

The judge is to take three bearings on prominent features which can be seen from the judging station. The patrol will have one minute for each bearing they make. The patrol must be +/- 5 degrees on the bearing to receive credit.

Map symbol 1	0/10	
Map symbol 2	0/10	
Map symbol 3	0/10	
Map symbol 4	0/10	
Map symbol 5	0/10	
Orienting map	0/10	
Bearing 1	0/10	
Bearing 2	0/10	
Bearing 3	0/10	
Raw score for event		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
TOTAL SCORE		

EQUIPMENT: Maps, compasses, pencil, paper.

# Orienteering Competition



## Scoutsmanship Rules

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

The patrol will be given 30 seconds to complete each saying. Each patrol member needs to give at least one saying. Each patrol member needs to do an equal number of sayings.

The patrol members must state the meaning of the various parts of the scout badge. The patrol member has 10 seconds to explain the meaning of the part of the badge about which he is asked.

Pledge of Allegiance	0/10	
Oath or Promise	0/10	
Law	0/10	
Motto	0/10	
Slogan	0/10	
Outdoor Code	0/10	
Describe meaning of each part of the scout badge	0-30	
Raw score for event		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
<b>TOTAL SCORE</b>		

EQUIPMENT:           None



## Knots Rules

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

The patrol will be given one minute to tie each knot. Each patrol member needs to tie at least one knot. Each patrol member needs to tie an equal number of knots.

Square knot	0/10	
2 half hitches	0/10	
Tautline hitch	0/10	
Bowline	0/10	
Timber hitch	0/10	
Clove hitch	0/10	
Figure 8	0/10	
Figure 8 end loop (on a byte)	0/10	
Fisherman's knot	0/10	
Raw score for event		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
TOTAL SCORE		

EQUIPMENT:            Six foot lengths of rope.

## Lashing Rules

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

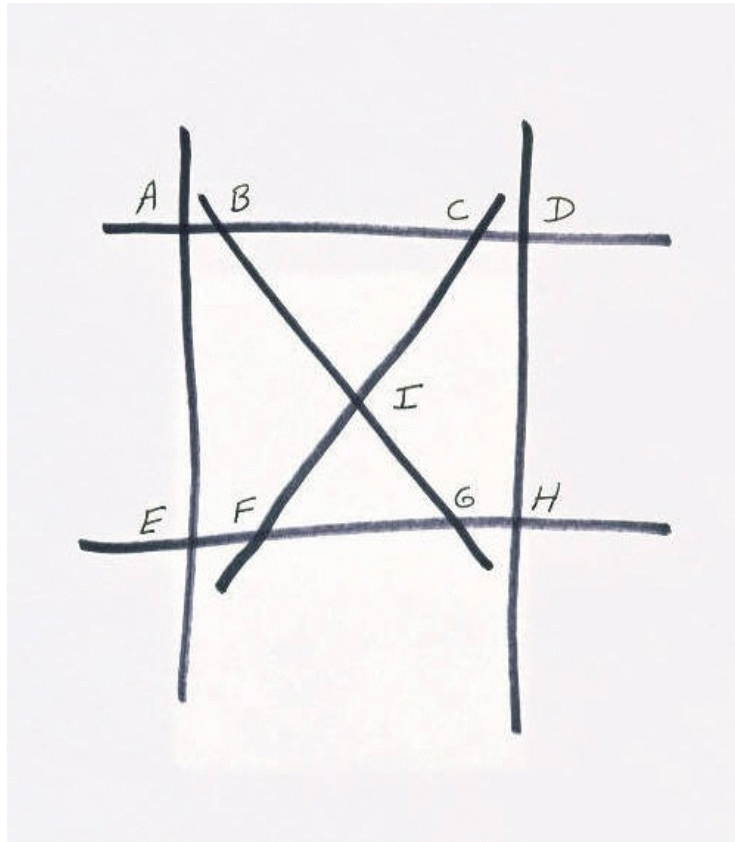
Lash a trestle. There is time limit of 15 minutes on this event. The patrol must stop lashing at the end of that time. Failure to stop will result in a penalty of 20 points.

Square lashings: A through H.

Diagonal lashing: I

Poles must be lashed together as shown below.

All lashings must be wrapped three times and frapped twice. Correct beginning and ending knots must be used.



Trestle

Lashing A (square)	0/10	
Lashing B (square)	0/10	
Lashing C (square)	0/10	
Lashing D (square)	0/10	
Lashing E (square)	0/10	
Lashing F (square)	0/10	
Lashing F (square)	0/10	
Lashing G (square)	0/10	
Lashing H (square)	0/10	
Lashing I (diagonal)	0/10	
Raw score for event		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
TOTAL SCORE		

Equipment: Six 6' poles, nine 12' ropes, Scout Handbook.

## Campsite Inspection Rules

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

This event will be judged by the ASPLs and or VCs using the following inspection sheet on Saturday evening.

Camp site selection -- comfortably situated	0-10	
Tents -- well set and straight	0-10	
Tarp -- well set, good location	0-10	
Personal gear -- straight and neat	0-10	
Personal cleanliness -- hands and face	0-10	
Mess gear -- clean and complete	0-10	
Perimeter -- no binder twine	0-10	
Campsite improvements	0-10	
Area cleanliness -- no trash	0-10	
Raw score for event		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
TOTAL SCORE		

EQUIPMENT:            Inspection forms.

## Patrol Flag Rules

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

This event will be judged by the ASMs, ASPLs, and SPL on Saturday evening.

The winning patrol will get 100 points, second place 90 points, third place 80 points, etc.

Finishing place		
Raw score for event [100 - ((finish - 1) x 10)]		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
<b>TOTAL SCORE</b>		

EQUIPMENT:            Patrol flags

Patrol	Code	Ranking by Judge							Total
Iroquois	A1								
Seminole	A2								
Blackfeet	B1								
Mohawk	B2								
Kiowa	C1								



## Cooking Rules

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

The patrol will cook breakfast for all of its members and anyone else assigned to eat with it. The menu will be at least two strips of bacon, two eggs (done as desired), two slices toast, and hot chocolate. 20 points will be deducted for safety violations. 40 points will be deducted if breakfast is not finished and all clean up is not finished by church time.

Cleanliness of utensils	0-10	
Soaping bottom of All pans used (these points are lost if patrol has to borrow soap)	0/10	
Controlling fire and heat while cooking	0-10	
Cleanliness during cooking	0-10	
Bacon -- crisp but not burned	0-10	
Eggs -- neither over or under done	0-10	
Hot chocolate -- at least warm	0-10	
Toast, at least warm and partly brown; not burned	0-10	
Clean up -- all utensils used feel clean to touch and look clean	0-10	
Safety violations (deduct 20 points)		
Not finished on time (deduct 40 points)		
Raw score for event		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
<b>TOTAL SCORE</b>		

EQUIPMENT: Food, personal mess kit, patrol cook kit, soap and cleaning materials, matches.

## Fire Building Rules

### *General*

1. (0/10) means that patrol gets all or nothing, that is 0 or 10 points. Scores marked between 0 and 10 will be treated as a 0.
2. (0-10) means that patrol gets a score from 0 up to and including 10 depending on performance.
3. Judge hard but fair. This competition is also a test of skill to see how much the patrols actually know so that work can be emphasized in weak areas.

### *Specific*

This event will be a race in which all patrols will compete against each other simultaneously. The patrols will gather their firebuilding materials and stack them in front of their respective stations. Firelays may not be any higher than or touch the first string. Tender, kindling, or anything else may not be placed in the top of the firelay, but must be kept on the bottom. All natural materials must be used. 20 points will be deducted for horseplay, or unsafe use of matches or tools. There is no limit on the number of matches which may be used to start the fire. 20 minutes will be the total time limit. The first patrol to burn the top string will win. The winner receives 90 points, second place 80 points, third place 70 points, etc.

Finishing place		
Raw score for event $[90 - ((\text{finish} - 1) \times 10)]$		
Patrol flag	0/10	
Patrol spirit	0-10	
Leadership	0-10	
<b>TOTAL SCORE</b>		

**EQUIPMENT:** Sixteen 36" stakes, binder twine, wood, tinder, knives, hand axes, matches.

**SET UP:** Stakes are set in line 2 ½ feet apart. Binder twine tied horizontally at 18" off the ground and 24" off the ground. Fire lay must not exceed 18" in height. Must burn through top string to complete event.

<b>Judges Scoring Sheet</b>									
<i>Event/patrol</i>	A1	A2		B1		B3	C1		
Knife and Ax									
Tenting									
First Aid									
Map & Compass									
Lashing									
Orienteering									
Campsite									
Patrol Flag									
1 <sup>st</sup> Day Totals									
Cooking									
Scoutsmanship									
Knots									
Fire Building									
2 <sup>nd</sup> Day Totals									
Final Totals									

## **Patrol Equipment List**

Scout Handbook

Pencils (4)

Sheets of Paper (5)

Knife

Hatchet

Saw

Compass

Patrol Flag

Cook Kit (Including Soap and Cleaning Utensils)

Personal Mess Kits

Matches