

Natchez Trace Scout Commander Camporee 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 may 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 Camporee Staff as they finish in order to be eligible for any awards.

Scout Commander Camporee Schedule

Friday: March 31, 2023

6:00 PM to 9:00 PM – Registration and Check-in.
9:30 PM – Scoutmaster/SPL Meeting and Crackerbarrel
11:00 PM – Taps/Lights Out

Saturday: April 1, 2023

7:45 AM – Flag Raising
8:00 AM to 11:45 AM Sessions
11:45 AM to 1:15 PM Unit prepared meal.
1:20 PM to 5:00 PM Sessions
5:15 PM – Flag Lowering
5:15 PM to 8:00 PM – Dinner/Clean-up
7:00 PM – Food Judging
8:00 PM to 9:15 PM – Campfire Program
9:15 PM – Scoutmaster/SPL Meeting/Camporee Evaluation and Crackerbarrel
11:00 PM – Taps/Lights Out

Sunday: April 2, 2023

8:00 AM to 8:15 AM Flag Raising
8:00 AM to 8:30 AM Non-Denominational Service
8:30 AM to 9:00 AM Award Presentation
9:00 AM to 10:00 AM – “Leave No Trace” Check-out.

Beginning at 8:00AM on Saturday, patrols start the round robin events. All events must be completed by 5:00 PM. The camp service project will be included in the rotation of events. Camping will be tent camping by the lake and shooting ranges. We will not utilize the cabins due to preparation for conclave. The events will be held in the Polars area, except for the service project. Units will be assigned service projects based on the number of scouts.

Essential Items for Each Patrol:

- Passport
- Ziploc bag
- Scout Book
- Patrol first aid kit (include 3 gauze pads and latex gloves)
- 1 roll of duct tape
- Energy snacks for morning and afternoon
- Water bottle for each patrol member

Scout Commander Camporee Events

Event #1: Duck Blind Building Competition

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.

Event #2: Raft Race

Raft guidelines:

- Troops may choose to build one raft for all of their patrols, or each patrol may build their own raft.
- A Unit Leader may ride on rafts at a non-swimmer scout request. The leader will not aid in paddling, direction of riders, or any other assistance to the raft participants.
- The raft must be constructed using poles, timbers, or bamboo.
- No dimensional lumber is allowed.
- All construction must be lashed.
- No nails or screws are to be used.
- No Styrofoam may be used. Plastic may be used to aid in floatation. If plastic separates from raft, it MUST be able to float and recovered by unit.
- Human power only.
- No motors of any kind allowed.
- Canoe paddles will be provided.
- All scouts must always ride up on the raft and out of the water.
- All scouts will always wear a lifejacket (provided) while on the raft.

Event #3: All Tied Up and Batty Jack!

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

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

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

Event #6: Frisbee Golf

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

The rules and scoring for the toilet seat toss are the same as horseshoes. Instead of using actual metal horse shoes and metal stakes, use two wooden stakes and two toilet seats as the shoes. Toilet seats must have an open end and cannot be a complete circle. The toilet seats will be cut out of $\frac{3}{4}$ " plywood. 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. Have a few extra seats and wooden stakes around in case they break. Two wooden stakes and four toilet seats are needed for every two patrols.



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.

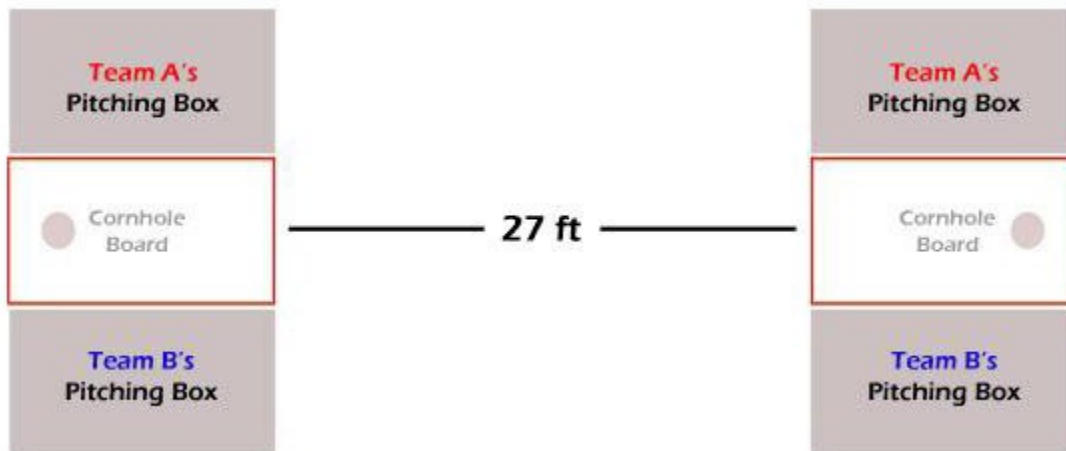
Event #8: Marshmallow Gun Top Shot

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.

Event #9: 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.

Event #10: Cooking Robinson Style

Units will prepare their version of Willies Chili, MS Kay's Dutch Oven Desert, and/or Uncle Si's Sweet Tea. Troops may have more than one entry by more than one patrol. A patrol can make all three dishes or any combination. The patrol's dish(es) must be at the Camporee headquarters tent no later than 7:00 PM Saturday Night. All contestants must be Scouters.

Willie's CHILI COOK-OFF CONTEST RULES

The following rules are to be adhered to by all cook-off chairmen, cooks and/or assistants:

1. Contestants are responsible for supplying all of their own cooking utensils, Coleman type stoves, pots etc.
2. All contestants must wash their hands before preparing their chili.
3. Judging will be based upon overall appearance, ambiance, aesthetics, spirit, participation of the contestants, and enjoyment by the judges.

Ms. Kay's Dutch Oven Dessert Cook Off Rules

1. Entrants supply your own Dutch ovens and Utensils
2. Entrants supply all charcoal and starter.
3. Everything must be prepared on site -- your site
4. Entrants must describe their creation as to how made and with what to the judges.
5. Judges will be judging on: a. Originality, b. Taste, c. Appearance
6. All cooking must be done in a Dutch oven.
7. Good fire safety practices must be maintained.
8. Safe food handling practices must be maintained

Uncle Si's Tea Rules

1. Contestants are responsible for supplying all of their own cooking utensils, Coleman type stoves, pots etc.
2. All tea must be brewed over a flame.
3. Entrants must describe their creation as to how made and with what to the judges.
4. Everything must be prepared on site -- your site
5. The judging committee will select the winners based on taste, appearance and creativity.

Campfire Event: Duck Call Competition

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 the evening campfire.

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 Call.

Duck Call Instructions:

Step 1: Size up the Straw

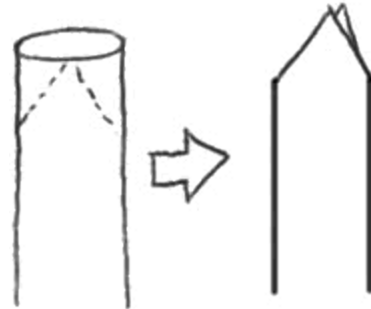
Take an ordinary drinking straw and cut off any pleated elbow ends. This generally works well when the straw is cut down to a 4 to 6" length.

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.



Campfire Event: Scout Commander Theater

Every Troop is encouraged to have a skit at the campfire on Saturday night. Most importantly...EVERY skit must have a Duck Dynasty theme! It's time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes are encouraged. An award will be given for the best and most original skit with a Duck Dynasty theme. **Skits will be included as part of the final score to determine the Scout Commander Patrol Camporee Champions.** Only one skit per troop will be allowed. All patrols competing from that troop will receive the score from their troop skit.

Awards:

- Scout Commander Patrol Champion – Top combined events points
- Corn Hole Champions
- Duck Blind Building Champions
- All Tied Up Champions
- Duck Call Champions
- Mountain Man Machine Champions
- Frisbee Golf Champions
- Toilet Seat Toss Champions
- Duck Tape First Aid Champions
- Marshmallow Gun Top Shot Champions
- RAFT Champions
- Cooking Champions
- Scout Commander Theater Champions
- Scout Commander Participation Plaque

All participants who are registered by the March 5, 2023, will be guaranteed a Mossy Oak camouflaged ball cap. Late registrants may have to pay an additional fee to receive a ball cap.

Natchez Trace 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
1	1	1
Patrol Members	Patrol Members	Patrol Members
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

Adult Participants:

1	4	7
2	5	8
3	6	9

Registration Fees:

Total Youth Participation _____ X \$10.00 = _____

Total Adult Participation _____ X \$10.00 = _____

Total Fees Due: _____

All participants who are registered by March 5, 2023, will be guaranteed a Mossy Oak camouflaged ball cap. Late registrants may have to pay an additional fee to receive a ball cap.