

Lone Star District Camporee

Lake Colorado City State Park

March 31st – April 2nd



Spring 2017 Leader's Guide

1 WELCOME!

We welcome you to the 2017 Lone Star District Camporee.

Whether you are attending as a new Scout, on the Trail to Eagle, or as an experienced Scout looking to share your knowledge and leadership with others, you and your Troop will have fun at the District Camporee.

This leader’s Guide will prepare you with the Camporee rules, logistics, and information to help you plan and enjoy a successful Camporee experience. The most successful Patrols and Troops at the camporee will have thoroughly read and attained a complete understanding of all the information covered in this Leader’s Guide. If you have any questions or need additional information, please contact the following people:

Gary & Patricia Tidwell

Camporee Chairmen
 (432) 213-2321
rdtorecovery@gmail.com

Gracie Quintela

BTC Camp Registrar:
 (432) 570-7601
gracie.quintela@scouting.org

Zackary Mullins

Lone Star District Executive
 (432) 212-3577
zack.mullins@scouting.org

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3 OVERVIEW

Event: Lone Star District Camporee

Cost – Youth \$20, Includes registration, park camping fee, patches, awards, supplies for events.

Cost – Adult \$ 5, Includes registration, and park camping fee

Arrival: Friday, March 31, 2017 5:00 PM – 6:30 PM

Departure: Sunday, April 2, 2017 10:30 AM

Location: Lake Colorado City State Park
4582 FM 2836, Colorado City, TX 79512

Registration: Registration, signup, and payments will be handled by our Midland Office.
Camp Registrar: Gracie Quintela (432) 570-7601 gracie.quintela@scouting.org

4 LAKE COLORADO CITY STATE PARK

Lake Colorado City State Park is located about 11 miles southwest of Colorado City off of Interstate 20 on FM 2836. The address can be found at 4582 FM 2836, Colorado City, TX 79512. We are guests at this facility and ask that you remind our scouts to be courteous and kind, and follow the guide lines of Leave No Trace.

For any issues regarding the facilities please contact Zackary Mullins at 432-212-3577.



5 EQUIPMENT & GEAR

The following items are recommended for attending any campout or camping event. This is a generic list and does not reflect any of the Survival Challenges that will be faced at this Camporee.

5.1 SUGGESTED INDIVIDUAL EQUIPMENT

- Completed Medical Form
- Cap or Hat
- Sunscreen
- Canteen or Water Bottle (A must)
- Toiletries: Toothpaste, toothbrush, Soap, Shampoo, etc
- Towel
- Field Uniform (Class A)
- Activity Uniform (Class B) for events/obstacles
- T-shirts, Socks, Shorts or pants, Belt, Underwear
- Shoes or good hiking boots
- Extra Shoes or good hiking boots
- Swim suit
- Pajamas
- Bedroll, blankets, or sleeping bag
- Pillow
- Cot
- Tent w/ ground cloth and rain cover
- Folding camp chair
- Flashlight with batteries
- Personal mess kit with eating utensils
- Cup
- Scout knife or pocket knife
- Work gloves for project
- Long-sleeved shirt and long pants
- Spending money
- Backpack
- Poncho or rain gear
- Boy Scout Handbook

5.2 PATROL EQUIPMENT

- Patrol flags
- Overnight camping equipment
- Cooking equipment, food & supplies, etc.
- First aid kit
- Compass

- Your best patrol spirit and enthusiasm!

5.3 SUGGESTED TROOP EQUIPMENT

- Food & Snacks (must provide your own meals)**
- Menu for all meals
- Extra Ice Chests with Ice
- Beverages
- Troop Flag and U.S. Flag
- Gateway Equipment
- Tents, ropes, heavy tent spikes.
- Troop library books: Scout Song Book, Scout Handbooks, Merit Badge pamphlets
- Clothing marker pen
- Assorted hand tools for campsite/Troop use
- Cooking Stoves/Charcoal
- Chuck Boxes with cooking gear (Full cooking supplies not necessary, meals can be done as foil "Silver Turtles")
- Dutch oven for cobbler cook-off
- Ingredients for cobbler cook-off
- Water cooler
- First Aid Kit
- Your best troop spirit and enthusiasm.
- A skit for Campfire!
- Troop Shelter

5.4 SUGGESTED ITEMS FOR LEADER'S

- Camp Leader's Guide
- Complete roster of all Scouts and leaders. Address and phone numbers of parents on vacation!
- Folding chair and table
- The Scoutmaster Handbook
- COPIES OF MEDICAL RECORD AND EVALUATION FORMS FOR EACH SCOUT AND LEADER
- MUST ALSO HAVE A COPY OF ALL PERSONAL/FAMILY INSURANCE CARDS ATTACHED TO THE PHYSICAL FORM

6 DAILY SCHEDULE

Friday

5:00 - 6:30 Setup Campsites
 6:30 - 8:00 Dinner
 8:00 - 8:15 Check In
 8:30 - 8:50 Mission Briefing & Victim Interview
 9:00 - 10:00 Campfire w/ Camper Skits
 10:00 Astronomy & Lights Out

Sunday

7:00 - 8:50 Breakfast
 9:00 - 9:30 Chapel
 9:30 - 10:30 Finish Service Project & Departure

Saturday

7:00 - 8:45 Breakfast
 8:50 - 9:00 Staging and Mission Overview
 9:00 - 9:50 Checkpoint 1
 10:00 - 10:50 Checkpoint 2
 11:00 - 11:50 Checkpoint 3
 12:00 - 1:30 Lunch
 1:40 - 2:30 Checkpoint 4
 2:40 - 3:30 Checkpoint 5
 3:40 - 4:30 Checkpoint 6
 4:40 - 5:00 Debrief and After Action Review
 5:00 - 6:00 Service Project: Trail Building/Clearing
 6:00 - 9:00 Dinner: SAR Cooking Challenge
 9:15 - 9:30 Dutch Oven Cook-off
 9:30 - 10:00 Campfire w/ Flag Retirement
 10:00 Astronomy & Lights Out



7 PROGRAM & GUIDELINES

7.1 THEME

We have just been informed by our local agencies that there has been some kind of accident at Lake Colorado City State Park. Your troop has been called in to assist with locating the potential victims. Early estimates are showing that there might be as many as 5 individuals unaccounted for and in need of a rescue. It is critical that you arrive on property as soon as possible. Don't forget to pack your "Ready Pack" so you are prepared for this mission. The briefing and updates will start at 9:00 PM, after you have setup.

7.2 MEALS

Dinner will be provided on Saturday Night in the form of a Search & Rescue Cooking Challenge (think of any of the cooking shows on TV, ex: chopped). Each troop will be provided with the critical ingredients for their meal. After that they will send one Scout per troop at a time to get additional ingredients for their meal. The order of which troops go first will be based on the Debrief and After Action Review, it will be critical for scouts to be familiar of the terms and information in the Search and Rescue Merit Badge Pamphlet.

The Troop/Patrol is responsible for all other meals and snacks. Water is provided. Please bring your own water containers and cookware.

7.3 DUTCH OVEN COOK-OFF

This desert competition has no rules or limitations. Feel free to enter multiple items, as individuals or as a group. You must supply your own ingredients and equipment. There may be extra Dutch Ovens available upon request. There will be only one winner!

7.4 SERVICE PROJECT

As a thank you to the park for letting us use their facilities will be helping clear their new trail. This should be a relatively small service project that is appropriate for all ages. You should advise your scouts to bring gloves, work pants/shirts, tools, and their scout spirit.

7.5 CHECK IN

Camp arrival is scheduled from **5:00 PM to 6:30 PM** Friday, with Check In at **8:00 pm**. You will be met at the gate by upon arrival, assigned a campsite and given directions for parking and unloading equipment.

Make sure you have copies of your unit roster, medical forms with family insurance attached, YPT for all adults, and any payments needed to complete registration.

7.6 PATROLS

The Patrol is the basic unit of Scouting, and the Camporee is a great place to reinforce the Patrol Method as the means of leadership and guidance. The Camporee will:

- Provide an opportunity for youth leadership
- Test basic scouting knowledge
- Promote teamwork and team building
- Demonstrate Scout Spirit
- Create an environment to have fun

7.7 WEBELOS

Webelos will be permitted to attend the District Camporee, if invited by their troop. For this event, the attending Webelos will be considered part of the Boy Scout Troop/Patrol they are invited by. This includes meals, camping, patrol assignments, unit recognition, etc. As such, it is critical that Webelos interested in attending go to troop planning meetings for this event.

7.8 YOUTH PROTECTION GUIDELINES

As with all scouting events, there must be two deep leadership for the Camporee. The unit leader is at least 21 years of age or older and a registered member of the BSA. The second adult may be a registered scouter of 18 years of age, or older, or a parent of a participating scout. Leaders may rotate if necessary but at least two adults must be with the troop 24 hours a day. All adults must have current certification in Youth Protection.

7.9 PERSONAL POSSESSIONS

Camp is an outdoor experience. A Scout is cheated out of a full outdoor experience by electronic devices. In all cases, personal valuables (watches, wallets, money) should not be left out in the open. It is impossible for the staff to provide security for these valuables. Lock your valuables away in your footlocker at your campsite or leave them in the care of a unit leader. PLEASE use a permanent marker or etcher and mark all personal items with first and last name, Troop #, or all 3! Many valuable items are left at camp year after year, and nobody claims them. Please have your boys take the time to mark their personal belongings! A Troop shakedown would be ideal to insure this takes place!

7.10 HEALTH AND SAFETY

7.10.1 Troop First Aid Kits

Troops should bring their own First Aid Kit and Log Book. Many minor cuts and scratches can be handled in your own campsite. Routine medications that do not require refrigeration can be kept in a lock box at your campsite.

7.10.2 Medications

All prescription drugs (including those needing refrigeration) are to be locked up. An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including bee-sting or heart medication, and inhalers, or for a limited amount of medication approved for use in a first aid kit.

7.10.3 Wild Animals

Camp is an outdoor experience, and as such, we are visitors to the camp's natural area. As Scouts, we must remember to live up to the Outdoor Code and be "considerate in the outdoors." Throwing rocks at or attempting to catch animals such as rabbits, snakes, armadillos, skunks, etc., is not only dangerous to the animal, but to campers as well. Please report any troubles with snakes or other animals to the camp staff immediately.



7.11 BANNED ITEMS

7.11.1 Flammables

Fires are to be built only in the designated areas and under proper supervision. Liquid and propane fuels are to be used only under adult supervision. Bulk liquid fuels must be stored under lock and key in a location designated by the Camp Quartermaster. Under NO circumstances are they to be stored in the campsite. Liquid fuels **must not** be used on open fires or to start a fire. Empty cylinders and cans must be given to the Camp Quartermaster for disposal. National policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking material. ALL TENTS AND FLY'S MUST BE MARKED "NO FLAMES IN TENTS".

Fire pits are located at campsite and are available to use for troop use. Leaving your campsite while the fire is anything but cold to the touch will terminate your fire privileges, without exceptions. Additionally, you are expected to follow all park policies regarding fire use.

7.11.2 Alcohol & Illegal Drugs

The consumption, possession or use of alcohol or illegal drugs or controlled substances while participating in the program of the Buffalo Trail Scout Ranch is not permitted. We will enforce all local, state, and federal laws where violations involving the above are reported. Violators will be asked to leave camp immediately.

7.11.3 Smoking and Tobacco

Smoking and Tobacco Use is banned in the presence of minors. THE BUFFALO TRAIL COUNCIL CAMPING COMMITTEE HAS ESTABLISHED A SPECIFIC SMOKING AREA. It is required by BSA policy that leaders who smoke do so ONLY in the designated area. The use of tobacco in any form by underage campers is not allowed.

7.12 SAR "READY PACK": THE TEN ESSENTIALS

- Map - Topographical maps are strongly recommended, 1/24000 Scale
- Compass - Compass know-how and the ability to accurately use compass in the field. Practice makes perfect. Buy a good quality compass, you will thank me later.
- Flashlight - Ensure you have an extra bulb & batteries. A head lamp is very useful. LED style is preferred due to extended battery life
- Extra food & water - Carry food which requires little or no preparation (i.e. food bars). Sadly, there is no longer any uncontaminated surface water in the lower 48 states. Bring it with you, and be prepared to treat all other water.
- Extra clothing - Include a hat & gloves with your extra clothing. Rain protection is a must; wool is always a good choice for layering. A space blanket is an ideal addition to any kit.
- Fire starter - Must be waterproof. It is a good idea to have three options for fire starting (i.e. a lighter, waterproof matches & magnesium/flint). Practice makes all the difference.
- Candle/fuel tablets - These are remarkably effective as hand warmers, a quick hot beverage, or for making a fire much easier to start.
- Knife - The Swiss Army knife or Leatherman is an excellent, basic choice. The addition of a larger camping type knife is also quite useful (i.e. gathering firewood).
- First Aid kit - Basic First Aid & CPR training should be considered a critical part of your First Aid kit. Latex gloves and a CPR shield are important parts of your kit.

- Signaling device - At a minimum carry a whistle. Signal mirrors are very effective, as are smoke signals & flares (potential fire hazard).

7.13 MERIT BADGE REQUIREMENTS

1. Do the following:
 - a. Explain to your counselor the hazards you are most likely to encounter while participating in search and rescue (SAR) activities, and what you should do to anticipate, help prevent, mitigate, and respond to these hazards.
 - b. Discuss first aid and prevention for the types of injuries or illnesses that could occur while participating in SAR activities, including: snakebites, dehydration, shock, environmental emergencies such as hypothermia or heatstroke, blisters, and ankle and knee sprains.
2. Demonstrate knowledge to stay found and prevent yourself from becoming the subject of a SAR mission.
 - a. How does the buddy system help in staying found and safe?
 - b. How can knowledge of the area and its seasonal weather changes affect your plans? c. Explain how the Ten Essentials are similar to a “ready pack.”
3. Discuss the following with your counselor:
 - a. The difference between search and rescue
 - b. The difference between PLS (place last seen) and LKP (last known point)
 - c. The meaning of these terms:
 - (1) AFRCC (Air Force Rescue Coordination Center)
 - (2) IAP (Incident Action Plan)
 - (3) ICS (Incident Command System)
 - (4) Evaluating search urgency
 - (5) Establishing confinement
 - (6) Scent item
 - (7) Area air scent dog
 - (8) Briefing and debriefing
4. Find out who in your area has authority for search and rescue and what their responsibilities are. Discuss this with your counselor, and explain the official duties of a search and rescue team.
5. Working with your counselor, become familiar with the Incident Command System. You may use any combination of resource materials, such as printed or online. With your counselor, discuss the features of the ICS and how they compare with Scouting’s patrol method.
6. Identify four types of search and rescue teams and discuss their use or role with your counselor. Then do the following:
 - a. Interview a member of one of the teams you have identified above, and learn how this team contributes to a search and rescue operation. Discuss what you learned with your counselor.
 - b. Describe the process and safety methods of working around at least two of the specialized SAR teams you identified above.
 - c. Explain the differences between wilderness, urban, and water SARs.
7. Discuss the Universal Transverse Mercator (UTM) system, latitude, and longitude. Then do the following:
 - a. Using a 1:24,000 scale USGS topographic map, show that you can identify a location of your choice using UTM coordinates.
 - b. Using a 1:24,000 scale map, ask your counselor to give you a UTM coordinate on the map, then identify that location.
 - c. Show that you can identify your current location using the UTM coordinates on a Global Positioning System (GPS) unit and verify it on a 1:24,000 scale map.
 - d. Determine a hypothetical place last seen, and point out an area on your map that could be used for containment using natural or human-made boundaries.
8. Choose a hypothetical scenario, either one presented in this merit badge pamphlet or one created by your counselor. Then do the following:

- a. Complete an incident objectives form for this scenario.
 - b. Complete an Incident Action Plan (IAP) to address this scenario.
 - c. Discuss with your counselor the behavior of a lost person and how that would impact your incident action plan (for example, the differences between searching for a young child versus a teen).
 - d. After completing 8a–8c, discuss the hypothetical scenario with your counselor.
9. Discuss with your counselor the terms hasty team and hasty search. Then do the following:
- a. Plan and carry out a practice hasty search—either urban or wilderness—for your patrol or troop. Include the following elements in the search: clue awareness, evidence preservation, tracking the subject, and locating the subject using attraction or trail sweep.
 - b. When it's over, hold a team debriefing to discuss the hasty search. Discuss problems encountered, successful and unsuccessful tactics, and ideas for improvement.
10. Find out about three career or volunteer opportunities in search and rescue. Pick one and find out the education, training, and experience required for this professional or volunteer position. Discuss this with your counselor, and explain why this position might interest you.

SCORE CARD

TROOP/PATROL:

Each group is responsible for their own score card.

Checkpoint	Objective	Score (0-10)	Initials
1)	1)		
	2)		
	3)		
2)	1)		
	2)		
	3)		
3)	1)		
	2)		
	3)		
4)	1)		
	2)		
	3)		
5)	1)		
	2)		
	3)		
6)	1)		
	2)		
	3)		
7)	1)		
	2)		
	3)		
Total Points			

CAMPSITE SCORE CARD

TROOP/PATROL:

Campsites will be scored Saturday between 9 am and 4 pm.

Inspection	Objective	Notes	Score (0-5)
Gateway	Lashings correctly tied		
	Correct lashings used		
	Complexity of design		
	Includes unit sign or Troop number		
	Overall appearance of gateway		
Camping Area	Campsite layout shows patrol organization		
	Tents staked down and weather ready		
	Tent flaps closed		
	Personal valuables out of sight		
	Personal gear neatly arranged		
Cooking Area	Eating area clean		
	Food in containers and off ground		
	Food prep area clean		
	Menu posted and shows balanced diet		
	Cleaning station maintained, no mud pit		
Camp Safety	No trash around campsite		
	Unit first aid kit easily accessible		
	Fire station setup with rake/shovel easily found		
	Tent guidewires arranged safely and flagged		
	No scouts in camp (should be at events)		
Common Area	Everything contained within designated campsite		
	Vegetation <u>not</u> cleared for Leave No Trace		
	Flags properly displayed		
	Designated trash bag for campsite		
	Overall Campsite Appearance		
Total Score			