



The Centennial Camp-O-Ree October 22-24, 2010

Information Guide

If you have any questions please contact Rick Forcino, Troop 6, Cranston, RI via email at rforcino@juno.com or (401) 946-9565.

CAMP-O-REE INFORMATION SHEET

Theme: Celebrate a Century of Scouting with period games and Centennial Merit Badges.

Date: Friday, October 22nd, 2010 through Sunday, October 24th, 2010

Location: Yawgoog Scout Reservation, 61 Camp Yawgoog Rd, Rockville RI 02873

Registration Fees: \$10 per person. Registrations must be placed through DoubleKnot no later than Wednesday, October 20th, 2010.

Check-In Time: Friday, October 22nd, 2010 at 6pm (See *What's needed at Check-In* below)

Check-In Location: Four Eagles Cabin (near the Bucklin Memorial Bldg.)

Merit Badges Offered: *Please note: Merit Badge availability is not guaranteed— There will be limited availability, however every Scout who wants a Merit Badge, should be encouraged to sign up; Each Troop will get a percentage of available spots in each MB class based on the percentage of scouts their Troop represents of the total number of Scouts attending the Camporee. Scoutmasters are asked to assign boys to available MB spots based on their interest; At the Cracker Barrel Friday night each Troop will be notified how many spots are available for their Troop in each Merit Badge. In some cases, where a partial completion occurs it will be the responsibility of each individual unit to complete the MB. As per National, these four MB's must be successfully completed by December 31, 2010 to receive credit.*

Carpentry Merit Badge AM and PM classes offered (40 spots per class)

Signaling Merit Badge AM and PM classes offered (40 spots per class)

Tracking Merit Badge All day class (40 spots total)

Pathfinding Merit Badge All day class (40 spots total)

Troop Competitive Events: Each Troop is encouraged to enter all competitive events.

Gateway – Each unit will build and present a gateway at their camp that represents one or more of the Boy Scout Merit Badges offered at this Camporee and/or 100 Years of Scouting. The bigger, more detailed and more creative, the higher the score.

Cooking Competition – Each unit will be asked to demonstrate open fire cooking. A designated common area will be assigned to all participating units. There are TWO Categories: Dinner and Dessert. Contest will be judged on method, originality, overall presentation and taste.

Skit or Song – Will be judged on historic nature (old-time skit), originality, content and Scout spirit.

Field Games:

Station 1: Field game: Axis and Allies (competitive)

Station 2: Fire Building/Burn the String (competitive)

Station 3: Compass Course (competitive)

Station 4: Tree Carving (large dead tree trunk - boys can carve name, Troop #, design, etc. into trunk).

Field Games (continued):

Station 5: COPE Course (low impact course)

Station 6: First Aid Demo: How was First Aid handled 100 years ago?

Camporee Religious Service: A Roman Catholic Mass will be celebrated at 5pm on Saturday, October 23rd at a location to be determined.

Centennial Birthday Party: Saturday night campfire with all Scouts and adults participating in the Camporee followed by birthday cake! Scouts should prepare one skit or song per Troop as part of the competition.

First Aid: Each Troop is responsible for administering First Aid and/or Medications to their Unit as necessary. Mutual aid from other Troops in each area is expected. *All incidents where First Aid or worse is administered to any Scout or adult must be reported to the host Troop after all necessary action has been taken.*

What's needed at Check-In:

- The SPL or Scoutmaster will hand in a roster of all Scouts and adults in attendance.
- Each Troop must provide own First Aid Kit(s).
- Fire starter material (per each Patrol). Kindling will be provided by the host Troop.
- Compass (one per Patrol).
- Open fire cooking materials/utensils and ingredients for one (1) meal and one (1) dessert.
- Knives (regulation size only).
- Materials for Gateway (must be primarily made of wood and constructed on-site)
- Be prepared with skits or songs.
- Scout Spirit – Adult leadership from each Troop is requested to assist in each program area.

Check Out: All Troops need to police their campsites for trash and debris prior to departure. A representative from Troop 6 (host Troop) is required to sign off.

Camp-O-Ree Schedule
(Subject to Change)

Friday, October 22, 2010

6:00-7:00pm – Check-in (Late check-in? Please call Troop 6 prior to the Camporee)
7:00-9:00pm – Work on Gateways, practice skits
9:00pm – Cracker Barrel with SPL/SM at Sandy Beach Amphitheater
10:00pm – Lights Out

Saturday, October 23, 2010

7:00am Reveille
7:00-8:15am Breakfast and clean-up
8:30-8:50am Assembly at Flag Pole, Opening comments at Sandy Beach Field Flag Pole
9:00am – 12:00pm – AM and All Day Merit Badges (See Appendix A)
9:00am – 12:00pm – Field Games (see Appendix B)
12:00 – 1:00pm – Lunch Break at each Troop Camp
1:00 – 4:00pm – PM and All Day Merit Badges (See Appendix A)
1:00 – 4:00pm – Field Games (See Appendix B)
4:00 – 5:00pm – Free Time at each Troop Camp
5:00 – 7:30pm – Open Fire Cooking Contest at Curtis Tract – common area.
7:30pm – Judge Cooking (Items presented no later than 7:30pm at Curtis Tract)
7:30 – 8:30pm – Finalize skits/Free Time
8:30pm – Campfire (All Troops) at the Williams Amphitheater near Bucklin Memorial bldg.
11:00pm – Lights Out

Sunday, October 24, 2010

8:00am Reveille
8:00-9:15am Breakfast and clean-up
9:15am Assembly at Flag Pole, Closing comments/Awards by host Troop Sandy Beach Flag Pole
10:00am Camporee adjourned

Appendix A

- **Carpentry Merit Badge** located at the Stockade/Craft Center

To obtain a Merit Badge for **Carpentry**, a Scout must:

1. Demonstrate the use of the rule, square, level, plumb-line, mitre, chalk-line and bevel.
2. Demonstrate the proper way to drive, set, and clinch a nail, draw a spike with a claw-hammer, and to join two pieces of wood with screws.
3. Show correct use of the cross-cut saw and of the rip-saw.
4. Show how to plane the edge, end and the broad surface of a board.
5. Demonstrate how to lay shingles.
6. Make a simple article of furniture for practical use in the home or on the home grounds, finished in a workmanlike manner, all work to be done without assistance.

- **Pathfinding Merit Badge** located at Sandy Beach, west of Dining Hall

To obtain a merit badge for **Pathfinding**, a Scout must:

1. In the country, know every lane, bypath, and short cut for a distance of at least two miles in every direction around the local Scout headquarters; or in a city, have a general knowledge of the district within a three-mile radius of the local Scout headquarters, so as to be able to guide people at any time, by day or by night.
2. Know the population of the five principal neighboring towns, their general direction from his Scout headquarters, and be able to give strangers correct directions how to reach them.
3. If in the country, know in a two mile radius, the approximate number of horses, cattle, sheep, and pigs owned on the five neighboring farms; or, in a town, know, in a half-mile radius, the location of livery stables, garages and blacksmith shops.
4. Know the location of the nearest meat markets, bakeries, groceries, and drug stores.
5. Know the location of the nearest police station, hospital, doctor, fire alarm, fire hydrant, telegraph and telephone offices, and railroad stations.
6. Know something of the history of his place; and know the location of its principal public buildings, such as the town or city hall, post-office, schools and churches.
7. Submit a map not necessarily drawn by himself upon which he personally has indicated as much as possible of the above information.

- **Signaling Merit Badge** is located at the Stockade/Craft Center

To obtain a Merit Badge for **Signaling**, a Scout must:

1. Make an electric buzzer outfit, wireless, blinker, or other signaling device.
2. Send and receive in the International Morse Code, by buzzer or other sound device, a complete message of not less than 35 words, at a rate of not less than 35 letters per minute.
3. Demonstrate an ability to send and receive a message in the International Morse Code by wigwag and by blinker or other light signaling device at the rate of not less than 20 letters per minute.
4. Send and receive by Semaphore Code at the rate of not less than 30 letters per minute.
5. Know the proper application of the International Morse and Semaphore Codes; when, where, and how they can be used to best advantage.
6. Discuss briefly various other codes and methods of signaling which are in common use.

Appendix A (Continued)

- Tracking Merit Badge is located at Sandy Beach, west of Dining Hall

To obtain a Merit Badge for **Tracking**, a Scout must:

1. Demonstrate by means of a [tracking] game or otherwise, ability to [track] skillfully in shelter and wind, etc., showing how to proceed noiselessly and "freeze" when occasion demands.
2. Know and recognize the tracks of ten different kinds of animals or birds in his vicinity, three of which may be domestic.
3. Submit satisfactory evidence that he has trailed two different kinds of wild animals or birds on ordinary ground far enough to determine the direction in which they were going, and their gait or speed. Give the names of animals or birds trailed, their direction of travel, and describe gait and speed; or submit satisfactory evidence that he has trailed six different kinds of wild animal or birds in snow, sand, dust, or mud, far enough to determine the direction they were going and their gait or speed. Give names of animals or birds, their direction of travel, and describe gait and speed.
4. Submit satisfactory evidence that he has tracked a human being and deduced from the trail whether it was man or woman, young or old, the gait or speed, and also give any other information deduced.
5. Submit evidence that he has scored at least 30 points from the following groups: Group (f) and 4 of the 5 groups (a), (b), (c), (d), (e) must be represented in the score of 30 and at least 7 points must be scored from (a), (b), or (c). Make clear recognizable photographs of
 - a. Live bird away from nest - 4 points each
 - b. Live woodchuck or smaller wild animal - 3 points each
 - c. Live wild animal larger than woodchuck - 4 points each
 - d. Live bird on nest - 3 points each
 - e. Tracks of live wild animal or bird - 2 points eachAND
 - f. Make satisfactory plaster cast of wild animal or bird tracks with identification imprint on back of cast - 2 points each

Description of Field Games

Axis and Allies: All Scouts are divided into two teams, one Axis, the other Allies. Each player wears a colored flag (similar to flag football). Each team stands at their start line at the opposite end of the playing field. A single referee or Battlefield Commander yells out the only command(s). A command of “*Charge!*” alerts both teams to advance towards each other. A second command of either “*Axis!*” ***or*** “*Allies!*” alerts both teams. If “*Axis!*” is called, then the Allies players must hastily retreat back towards their starting point. Axis players must chase the Allies players and attempt to grab the flag attached to each retreating player. Once a retreating player crosses his starting point he is safe and cannot lose his flag. Of course, the opposite will occur if the Commander yells “*Allies!*” Once captured, a player must sit on the sidelines until a winning team is declared. A team wins when more than fifty percent of the players from any one team have been captured.

Fire Building/Burn the String: Each Patrol will be required to build a fire with tinder, kindling and fuel wood (all will be provided). A Patrol leader using one match will light the fire in an attempt to burn a string pre-placed 18 inches above the fire.

Compass Course (in the round): 12 points will be highlighted each by a large sign with a letter on it visible from one center location. Each Patrol will identify the direction in degrees for each letter. This is an easy course for beginners.

Tree Carving: A large dead tree trunk will be placed on site to allow boys to carve their Patrol Name, Troop #, a small message, design, etc. into the tree trunk.

COPE Course: This will be the Low COPE Course designed to build Patrol confidence and leadership. This is a professionally run, low-medium impact course suitable for Boy Scout aged youths.

First Aid Demo: Adult leaders will demonstrate how first aid was rendered 100 years ago. Some of the techniques used back then are still in use today, but, as you’ll see, some methods are no longer considered safe.