



## *1910 - 2010 100 Years of Camporee Traditions & Memories*

Welcome to the Trailblazer District 2010 Spring Camporee.

We are planning a day that will keep your scouts busy and by the end of the day worn out.

Some of the event listed are going to be kept a secret in order to make them challenging.

As with all camporees the staff can not even begin to have enough staff to judge the events so we are asking the troops to be our judges. Each troop will be assigned events to run based on the amount of adults they have at the camporee. However you can select the one you want by filling out the form attached to this website of your choices, First come get the first picks we will try and give you what you wanted if possible. Click [HERE](#) to make you selection on what event you want to judge.

Webelos den leaders are considered the same as Troop leaders and are needed to help judge. They are not allowed to walk with their patrols just as troop leaders must not be with patrols. We want the patrols to act and think for themselves, not be horsed by adults.

Older scouts are welcome to join the staff and judge events. We will provide all the materials for the judges. Score sheets and guidelines will be provided to each judge. You are welcome to build a fire and put on a coffee pot at the event site if you want.

We ask that you appoint one Chief Judge for each event so that he is the one to make sure all the judging sheets and materials are returned to the Lodge at the conclusion of the day. We need the totals as quick as possible so we can get the awards ready for the campfire on Saturday night. We also need to keep the lodge cleared of units adults after the events so we can do our work.

Attached to the website is a list of things your patrol will need to know to be able to compete in the events. Also there is a short list of items they **HAVE TO BRING** with them. They will not have time to make them at the camporee so use this list to plan your patrol meetings in the weeks ahead of the camporee.

We have tried to keep the cost to a minimum so that every troop can afford to attend. If you have a financial problem let us know so we can try and help your unit. **Our goal is to have every troop attend.**

One of the biggest problems the staff has is planning the numbers so please let us know as soon as possible if you are planning on attending and the amount of scouts and adults you will be bringing along with the amount of patrols you will have. It is better for the camporee to keep the patrol numbers down to a minimum. That means if you are bringing eight scouts don't have two patrols but only one. This is going to be a busy day and we don't need extra patrols if not necessary.

**Have a problem or question contact us and we will try and help.**

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## What Can you expect If your unit attends a Trailblazer District Camporee.

Camporees are open to any Troop, Venture Unit, Post in the Dan Beard Council and at times 2nd Year Webelos Dens that camp, But you must register ahead of time in order to attend. Webelos units must be associated with a troop and camp with that troop, THE TROOP MUST DO ALL THE PAPER WORK FOR THEM. NO WEBELOS CAN CAMP ALONE. THEY MUST PRE-REGISTER WITH THE TROOPS REGISTRATION. If your Webelos Den does not have a troop, contact us and we will match you up with a troop. We prefer Webelos not camp during the Winter Camporees it can be too extreme without proper experience.

Your old camporee staff has agreed to return and take up organizing Trailblazer District Camporees. We will be starting with the Spring of 2010 for our first one. We need an E-mail Contact for very unit, and every adult who wants to support the camporees, we welcome new members to our staff. Click on contact staff and send us an e-mail if you would like to join us.

We will be running them as we have in the past. With the same procedures. We will have three camporees a year, except in years with Peterloon, no Fall Camporee.

1. Winter normally held in January. Yes it is going to be cold, you must be prepared! We do not cancel for snow we do not cancel due to cold temperatures. **Only** if the road into camp is closed.
2. Spring normally held in April.
3. Fall normally held in October.

### Church Updated 4-13-2010

Religion is part of Scouting so we will have Protestant and Catholic services at the camporees.

Catholic services will be at Arena area at 7 p.m. weather permitting and at the large shelter if it is raining.

Protestant Services will be at the camp Chapel at 7 p.m.

LDS units are welcome to leave on Saturday evening, just let us know so arrangements can be scheduled.

### General information

As with all events scheduling date could conflict so you must check website for firm dates once established **we will not change** unless there is an unusual emergency.

### Awards (All events are based on a eight person patrol )

There will be 3 awards for each event, 1st, 2nd and 3rd place. Some events might be optional events therefore no awards will be given.

We will 3 award ribbons for each event and 3 for camporee overalls.

There will be medals for each youth in the first place patrol for camporee overall. Every camporee will have a special Camporee patch for each attendee and a Special Camporee Ribbon for each unit. In order to order these we must know which unit is attending and how many people will be attending. These numbers must be turned in by the deadline date.

### Adult Award

There will be a special Adult knot awarded for the Adult in Charge of Troop of the 1st place overall patrol for the camporee. (knot is limited to one time. Knot will be awarded to adult in charge if SM is not with troop at camporee or if Scoutmaster has won award before.) Can be worn on Adult Class A shirt.

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### Camporee Activities

There will be a campfire program on Saturday night. There will be Spl and Scoutmaster meetings on Friday and Saturday night. There will be multiple patrol events running from 9 am Saturday.

**You can if you wish set up camp on Thursday night before the camporee. Updated 4-12-10**

### Camporee Costs

The cost of camporees must be self sustaining, and due to this we will be requesting each person who attends to pay their fair share. That means all adults and youth must pay a fee if they participate or not. If they are in camp they are part of the camporee. Staff will as they have in the past strive to keep the cost as low as possible so each unit can afford to attend. Any Unit having financial problems should contact staff before not attending due to the cost.

Each unit will be able to register via a special link directly to the Camporee Staff at this website.

Each Unit will also be required to pay their fee and also register on DOUBLEKNOT. (or in person at council headquarters) Save your receipt bring it to the camporee.

No money will be taken at the camporees. Late fees maybe assessed by Council and the camporee staff has no control over this.

### Website

Material for the camporee will be posted at this website in plenty of time for the patrols to download and get prepared for the camporee. We reserve the right to limit some materials so we can make the camporee a challenge to the patrols. Let us know if something is missing so we can add it to the website.

### Camporee Staff

We are always looking for more Adults to join us in the planning and support of all camporees, so If anyone in your unit would like to join us PLEASE CONTACT US. We always welcome new staff. We hold planning meeting in various locations in NKY. We start planning the next camporee the day after the current one ends.

### Units Judging

Each unit will be asked to help judge. Good News is you can select which events you want to judge. Click [HERE](#) to get more information.

### Ku-Ni-Eh Lodge Totem Pole

One of the highlights of the camporee will be the dedication of the new OA Totem Pole to be placed near the Campfire Area. The Totem Pole has a special history in the Northern Kentucky Sheltoewe chapter of the Ku-Ni-Eh Lodge. Many hundreds of hours have been put into it so we could celebrate the 100 year anniversary of Scouting by erecting this monument to Scouting. This special Totem is the second one made by Mr. Tim Hiatt of Independence, Kentucky. The first one is on the main road leading to the dinning hall at Camp Friedlander in Cincinnati Ohio. Made of 100 percent yellow pine it is all hand made and each piece is cut out and assembled in his garage with over a year of work. The Totem is the key item in the camporee patch and represents only the front side of it, It will have symbols all around the pole. Each symbol represents a piece of history to the lodge and chapter.

**OA Call out [Click Here for more information](#)**

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# Trailblazer District Spring 2010 Camporee

**Location: Camp Michaels Union, KY**

**Date: April 23/24/25 2010**

**Cost: \$ 9.00 per person**

**Webelos must pay the troop so that the troop can include the Webe-  
los with their numbers. This is a normal way for troop to gain new  
members is to have Webelos associated with their units. We do not  
want Webelos to register by themselves it creates extra patrols and  
small patrols.**

**Who can attend:**

**Troops and **2nd Year** Webelos Dens Associated with and camping  
with a troop. Webelos who do not have a troop to associated with,  
contact staff and we will help you out. Troops are not required pro-  
vide all camping materials and supplies and food for Webelos. That is  
worked out between the units themselves.**

**Registration opened on March 10, 2010.**

**Deadline is April 16, 2010** We need time to order supplies Please help  
by meeting this deadline. Camporee Patches may not be available for  
units that do not register in time.

**How do I register? It is a two part system:**

1. Go to Dan Beard Council and pay your fee on Doubleknot. Click [HERE](#) is go directly to Doubleknot.

**Council Site is up and working you can now register for the cam-  
poree. Please click on link listed below and register with district staff  
after your have registered with council. updated 3-10-10**

2. Click [HERE](#) and register with the Camporee Staff Directly. Keep  
this number current and update this form as you have changes.

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### **FRIDAY NIGHT 10:00 P.M. Scout Laws**

This is a wide game that starts at 10 p.m. Friday night. You will be given one of the scout laws and you need to trade and scout out the other 11 parts to complete a set of 12 scout laws. If you do not complete your set on Friday night by 11 p.m. you can trade on Saturday during the events. Laws are the same as when scouting was started 100 years ago, they just sometime look different. This will be a limited edition something to keep and enjoy your memories.

Scouts and Adults will be given sets, You can trade with anyone. Bring your flashlight and Rain suits.

### **Event # 1 PATROL RELAY RACE SATURDAY MORNING**

**1910 Start of Scouting in U.S,A. Our first event will start the camporee.**

**Location rear field. 9 A.M. Click [here](#) to see event layout rear field of camp**

**Patrol Relay Race.**

In order to finish this event you will be expected to do a series of events. Caterpillar, Wheel Barrow Race, Two Man Carry, Fireman Carry, Leap Frog, Backward Run, Duck Walk, and Three Legged Run - - Be prepared to start the camporee off rain or shine.

### **Event # 2 What's My Doodem?**

**1907 The original scout camp was planned and conducted by Lord Baden-Powell in August 1907. The experimental camp was held on Browsea Island in Poole Harbour, about twenty miles west of the Isle of Wight, off the south coast of England. Twenty boys, with adult supervision, attended the camp to learn about camping, observation, woodcraft, chivalry, saving a life, patriotism, and play games. The twenty youth were divided into four patrols called Wolves, Bulls, Curlews, and Ravens. The patrols were identified with colored streamers worn on their left shoulder. From this early experiment, the modern scouting movement evolved into a surprisingly similar organization that we still use over 100 years later.**

Modern patrol names often follow the original naming after animals. Your task for this event is to locate the colored pieces (also known as doodem or totems) that represent your patrol name hidden within the camp and identify your patrol name using your decoder.

**ACTION:** Follow the directions on your event card to the location each of the pieces of your totem. Take one totem piece (colored bead) from each of the locations and add it to your lanyard. After all totem pieces have been collected, use your decoder to translate the totem piece to a letter (some colors represent more than one letter). Unscramble the letters to spell the name of your patrol.

After you have determined your patrol name, you must search for the rest of your patrols throughout the camp. Identify as many of your patrol members as possible and turn in your results at the lodge as soon as you are satisfied that you have completed the task.

**SCORING:** Points will be awarded for the following: Collection of all totem pieces, Correct determination of your patrol name, and Identification of all other patrols in camp.

**EQUIPMENT NEEDED:** Each patrol will have to make a decoder from the layout. Be sure you accurately follow the directions - it will allow you to complete this event and solve the task. You should bring paper and pencil so you can log the information your patrol finds.

Each patrol will supply a 12-inch long lanyard of string, wire, leather, or vinyl lacing to string your totem pieces (colored bead) into a complete totem. These will be put on your patrol staff. Decoder for assembly by patrols, and totem piece location cards. See next page for picture of wheel. They will put the beads they collect on their "Patrol Staff".

**EQUIPMENT PROVIDED BY STAFF:** Totem pieces (colored beads), Time will be used to break ties. All patrols times start at 10 am and end when they come to the lodge and give us the information they compiled. Click [Here](#) to get decoder layout.

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### Event #3 SPEARING THE LOOP

1914 The first William T. Hornaday gold medal for the conservation of wildlife is presented.

Patrol must provide 8 hand made spears per instructions. Also one Loop per instructions. Loop will be hung on course and at the signal the loop will slide down the course and the patrol members will throw the spears hoping to hit/the center of the loop while it moves down the course. Less than 8 members and some members will be required to throw more than one spear. [Click HERE to see how to make spears.](#) Updated 3-24-10

### Event # 4 SCOUTING FOR FOOD

1915 Scouting has been helping those in need.

Every since scouting was started it has been our duty to help those who needed our help and it continues 100 years later all food will be donated to a Kentucky charity. All food and supplies will go to: **Action Ministries in Covington.** They currently serve over 1000 families.

Scouting for Food Each scout is to bring one none-perishable food item. If the whole patrol donate at least one item each they will be given 100 extra points for overall camporee patrol award. Points will be based on percentage of participation. Example 5 people in patrol all give then patrol gets 100 points. 8 people in patrol and only 4 give then patrol gets 50 points. Our goal is to collect 500 items in one day. If you want to bring more please do so, remember we are helping someone who will be grateful.

### Event #5 LOOP ROLLING

1916 Congress grants the Boy Scouts of America a federal charter on June 15, 1916 giving special protection to the name and insignia and limiting membership to American citizens. One of the games youth played during this time is a rolling the loop game.

Patrols must provide two sticks 12" long. You will use the loop you make for Event #3. The patrol must use the two sticks and roll the loop along a course. If the patrol is less than 8 some scouts will have to do the event more than one time. Timed event shortest time for all 8 members wins. You must make a loop according to the directions attached to website [Click Here](#) for instructions and how to make loop.

### Event # 6 PATROL STAVES

1920 The First World Jamboree is held in England; Boy Scouts from 32 of 52 countries are present. The Boy Scouts of America sends 301 members.

Patrols use Scouts Staffs to get around Jamboree, You Patrol needs to make a patrol staff.

Required: sturdy stick, hiking staff size. Hang awards and mementos on your Patrol Staff that the patrol has acquired. Keep the staff with the scouts as they do the events. Prepare it by leaving it natural, or removing the bark, sanding, and varnishing. Your choice make it personal. Drill holes every 3 or 4 inches starting at the top. Attach a 1 foot loop of leather lace in each hole. Hang ribbons and awards from these loops. The Scout Shop sells staff medallions for each rank from Tiger to Eagle. You could purchase and attach one of these as the den or patrol advances in rank. Feathers, leather fobs, and other items can be added for patrol campouts, hikes, or other events. **You will bring this to the lodge for judging at 4:30 p.m. Saturday.** Please stop by and pick up before campfire.

### Event #7 FLAME OUT

1924 The Every Scout a Swimmer program is inaugurated.

Water is the main part of this event also,

Each patrol receives a tea candle. Scouts build a small raft using sticks and string on which to float their candle. This will be done with at least 2 patrols at a time.

When all patrols are ready, their candles are lit and the rafts are launched into the creek. It's a good idea to have each raft tethered by a 40 foot string and wade them out from shore. When rafts are launched and judge gives 'GO' signal, all scouts throw rocks at other patrol's raft. This is a timed event, the patrol who puts out the other patrols candle first and the shortest overall time. Scouts can not hit Candle must put out with water splashing. Time will be used to break ties.

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## Event #8 BULL'S EYE

1934 The [Order of the Arrow](#) becomes an approved part of the Scouting program based on Native American customs and ceremonies.

When we think of Native Americans we think of Throwing axes so we want to see if today's scouts are as good as they think in hitting the bull Eyes throwing Axes.

## Event #9 CONCENTRATION

1935 Membership in the Boy Scouts of America passes the 1 million mark. In your mind there is a million way to remember this game but only one way to win it that is matching the items.

There will be a series of Tin Cans placed in the area, you need to find all the matching items. You uncover a can and find the matching one. Two guesses and it's the next patrol members turn to match two. There will be a few non matching items just to make it interesting. This is a timed event to break ties. There is a time limit of 15 minutes overall.

## Event #10 SCOUT FIRST AID 1943



Here is the basic translation of the above plaque...

Unknown Scout Soldier -- This statue above is a memorial of a true story of a fierce battle in World War II, which happened on an island in the South Pacific Ocean somewhere. An American soldier was seriously wounded, and he was lying in the fox hole. where he had fallen. The sound of gunfire stopped, and the surroundings quieted down. He heard someone's footsteps approaching him. A Japanese soldier who had a gun with a bayonet was standing over him when he opened his eyes. He thought that he was going to be killed by the Japanese soldier, and he fainted. After a while, he woke up. He found a white slip of paper on the sand by his side, and he put it in his pocket. He was carried on a stretcher to the field operations aid station soon after that. When he was put on the operating table, he remembered the slip of paper in his pocket, and gave it to the doctor. It was a message from the Japanese soldier, and was as follows: "**When I was about to kill you, you made the three fingered Scout salute. I am a Scout. A Scout is a brother. Therefore, I could not kill any person who lost the fighting spirit. I tended to your wound. Good luck!**" After the war the American soldier and his father visited the Boy Scout headquarters in the United States, and told this story. They donated money for the Boy Scouts to put up a monument to the Scouting Spirit. In 1952, Mr. Finnel came to inspect the Boy Scout movement of Japan from the headquarters in the United States and passed on this true story as a fine anecdote from the war. The American soldier's name is not known. The Japanese soldier was killed. This monument is to the Unknown Scout Soldier. This is an example of the Scout Spirit of Japan.

In this event you will need to know scout first Aid Skills.

[Click Here to see list of items and knowledge needed.](#)

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### Event #11 MARBLES

1950 Scouts would have played this game at home as well as with their patrol before the scout meetings started.

Scouts will gather around a marble ring, each scout in turn will try and shoot the marbles out of the circle. This will be a timed event, based on how many marbles are hit outside the circle in a given time. Scouts are welcome to being their own "shooter".

### Event #12 PATROL SPRIT

1957 The Fourth [National Jamboree](#), at Valley Forge July 12-19, attracts 50,000 Scouts and Explorers.

Working together with all the balls This event is to be keep secret until scout arrive at event.

### Event #13 SMART PATROL

1958 there was a CBS television quiz show in the U.S., The \$64,000 Question, based on the radio show. The first question was the \$64 dollar one, and the contestants then worked their way up to the top prize, \$64,000.00

Could your patrol earn \$64,000.00 by answering questions. This will be a timed event, faster patrol with all the answers correct will win the top prize. This event is to be keep secret until scout arrive at event.

### Event #14 ONE PATROL STEP AT A TIME

1969 [Eagle Scout Neil Armstrong](#) becomes the first man on the moon.

Neil Armstrong's one step for mankind was a lot easier than one step with a patrol attached.

Required: 2 rope lengths per scout - 2 or 3 feet long. Each scout is given his two ropes.

Patrol lines up with patrol leader at front of line. On 'GO' signal, each scout ties a rope around his own right ankle and the ankle of the scout in front of him using clove hitches. He then ties the second rope on the left ankles using taut-line hitches.

When all scouts are connected, the patrol leader leads the centipede around a marker and back.

When they cross the finish line, scouts untie, line up, and give patrol yell. This is a timed event best shortest overall time wins.

### Event #15 TRANSFERRING

1970 [Eagle Scout Jim Lovell](#) safely returns the damaged Apollo 13 space ship to earth. Sometimes we have to use our head and our hands and work to solve the problems like they did with the space ship.

Required: 3 staffs, broomsticks, or sticks

2 - 3 foot ropes - 2 feet of twine - 3 wooden matches - 2 candles

Preparation: Put all materials except one candle at the starting line.

Place the candle as far away from the starting line as the 3 staffs will reach when lashed together. Light this candle. Stand the unlit candle up by the starting line - this candle can not be moved. There is fire on the other side of a river. The group needs to transfer that fire to their side of the river. They should lash the 3 staffs together using the rope and then tie a match to the end with the twine.

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### **Event #16 LOG RACE**

**2002 Eagle Scout Steve Fossett becomes the first person to fly around the world alone, nonstop, in a balloon. Working alone will not complete this event, only teams work wins Log Convoy**

One pole for each patrol. Each patrol lines up in single file at the starting line and lifts their log over their heads. On 'GO' signal, the last scout in line runs to the front while the rest move the log forward hand by hand, keeping it over their heads and not moving their feet. The log continues to move forward as the last scout in line keeps running to the front until the team reaches the finish line. This is a timed event best shortest overall time wins.

### **Event #17 TOTEM RAISING**

**2009 TV programs have become the normal for entertaining the families of Scouts. Program Survivor gave us Totem Raising**

Work together and raise the Totem as high as you can in the shortest time period. This is a timed event, Patrols will add height and move to next member who will add height and move to next member. Patrol with the highest and shortest time wins. Totem falls off and you start over. Maximum time is 10 mins or until all stakes are used up. There will be 8 stakes one for each patrol member. If you have less some scouts will have to do it more than once.

### **Event # 18 SCOUT PUZZLES**

**2010 Scouts design a special Patch and US Postal Service Honors Scouting with 100 year Stamp. 1950 The U.S. Post Office Department issues the first Boy Scout stamp.**

Work the puzzles, This is a timed event, the winning patrol will assemble the puzzles in less than ? Work together and get it right the first time. Each Patrol will be split into two parts and each part of the patrol will work it's puzzle. There are two puzzles, the patrol will divide into two groups and both work puzzles in same time period. This is a timed event, time stops when both puzzles have been completed correctly.

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**What do our Patrol need to be complete and bring to the camporee? Items to be made or practiced at patrol meetings before the camporee.**

**Friday Night Scout Laws Flash Light and Rain Suit**

**Event #1 Practice the Caterpillar, Wheel Barrow Race, Two Man Carry, Fireman Carry, Leap Frog, Backward Run, Duck Walk, and Three Legged Run. 4-4-10 updated One 3' piece of rope**

**Event #2 12" Lanyard of string, wire, leather, or vinyl lacing to string together items. Patrol Staff Decoder for each patrol.**

**Event #3 8 Homemade spears per instructions (per patrol) Even if patrol will be less than 8 members will still need 8**

**Event #4 1 item of none-perishable food item per person.**

**Event #5 Two 12" sticks per patrol.**

**Event #6 Patrol Staff**

**Event #7 15X15 Home made raft made of all **natural materials** lashed together with no nails or glue, with 40 feet of string attached.**

**Event #8 Nothing**

**Event #9 Nothing**

**Event #10 Know First Aid for Broken Leg, major cut on arm, for lost of blood and other first aid for emergency situations.**

**Event #11 Optional is to bring your own shooter, and practice the event.**

**Event #12 Nothing**

**Event #13 Pencil**

**Event #14 Nothing**

**Event #15 Nothing**

**Event #16 Practice the event before attending**

**Event #17 Nothing**

**Event #18 Nothing**

**Events listed as Nothing means staff will provide all materials for event.**

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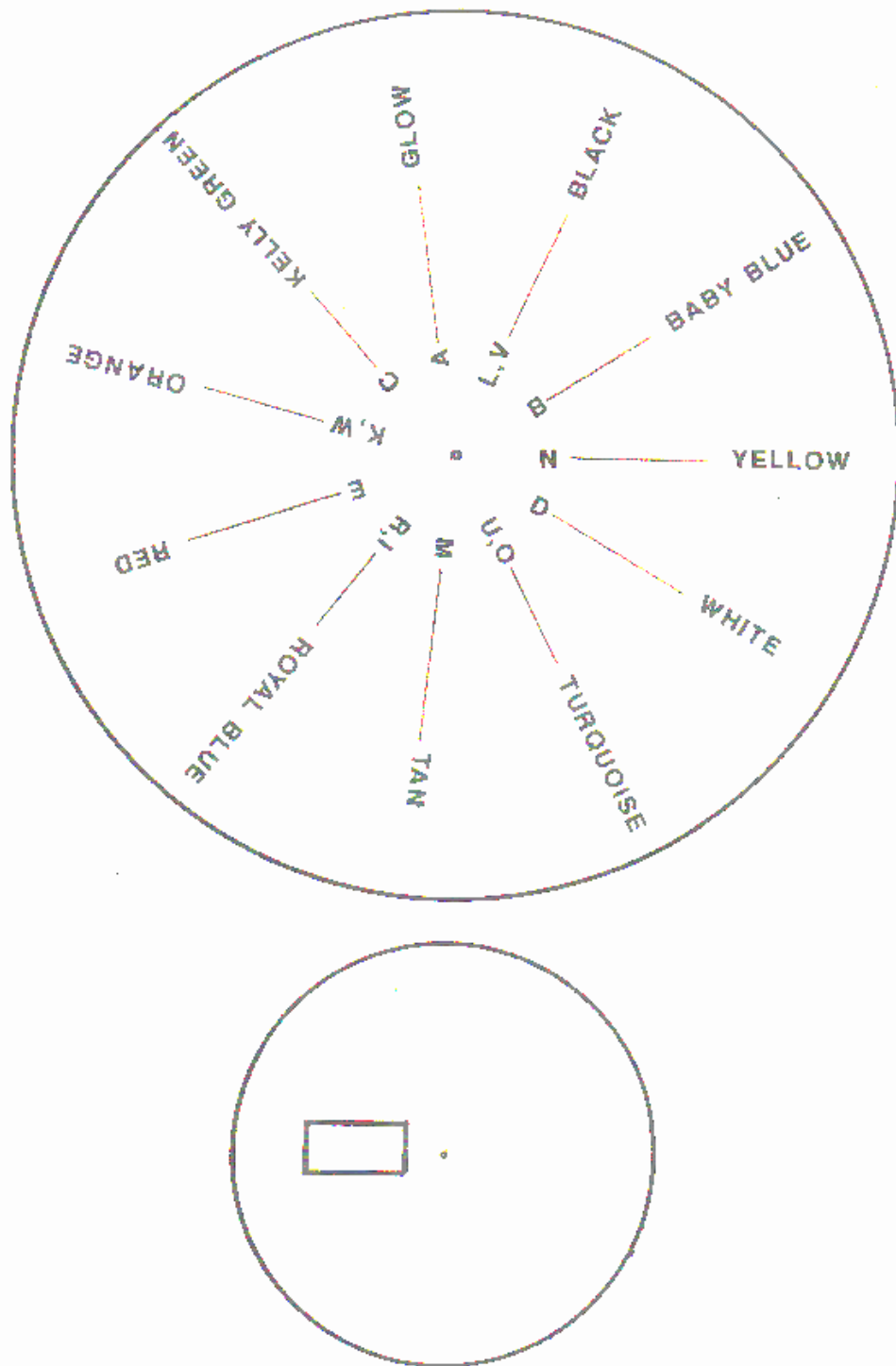
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### DECODER ASSEMBLY INSTRUCTIONS:

1. Cut out the 2 disc.
2. Cut out the window on the small disc.
3. Attach the small disc to the top of the large disc with fastener through the center points that allows the small disc to rotate over the large disc.  
You should be able to see the letters in the window and the colors on the outside of the small disc.

It is suggested that each patrol bring two wheels so that you can check each other to make sure you get the same results.

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## Event # 3 and Event # 5

See below  
Updated 3-29-10

The **hoop** need to be **3 feet in diameter** and netted as shown in the picture. Design on netting can be the patrols choice, but should cover the area as the one shown. Patrols must provide two sticks 12" long.

The **spears** need to be **3 feet long** with a hook on the back end to keep them from going through the hoop that is being speared (see illustration). The spears could be decorated for extra points

The patrol needs to make 8 spears even if the patrol is less than 8 members.

**Spears are to be kept in secure area by the scoutmaster until they are taken out to do the event.... No throwing or practicing while at the camporee. You need to practice at the scout meetings before the camporee.**

**Should be made with Natural Materials, no plastic or metal. String and rope is considered natural materials** Updated 3-24-10

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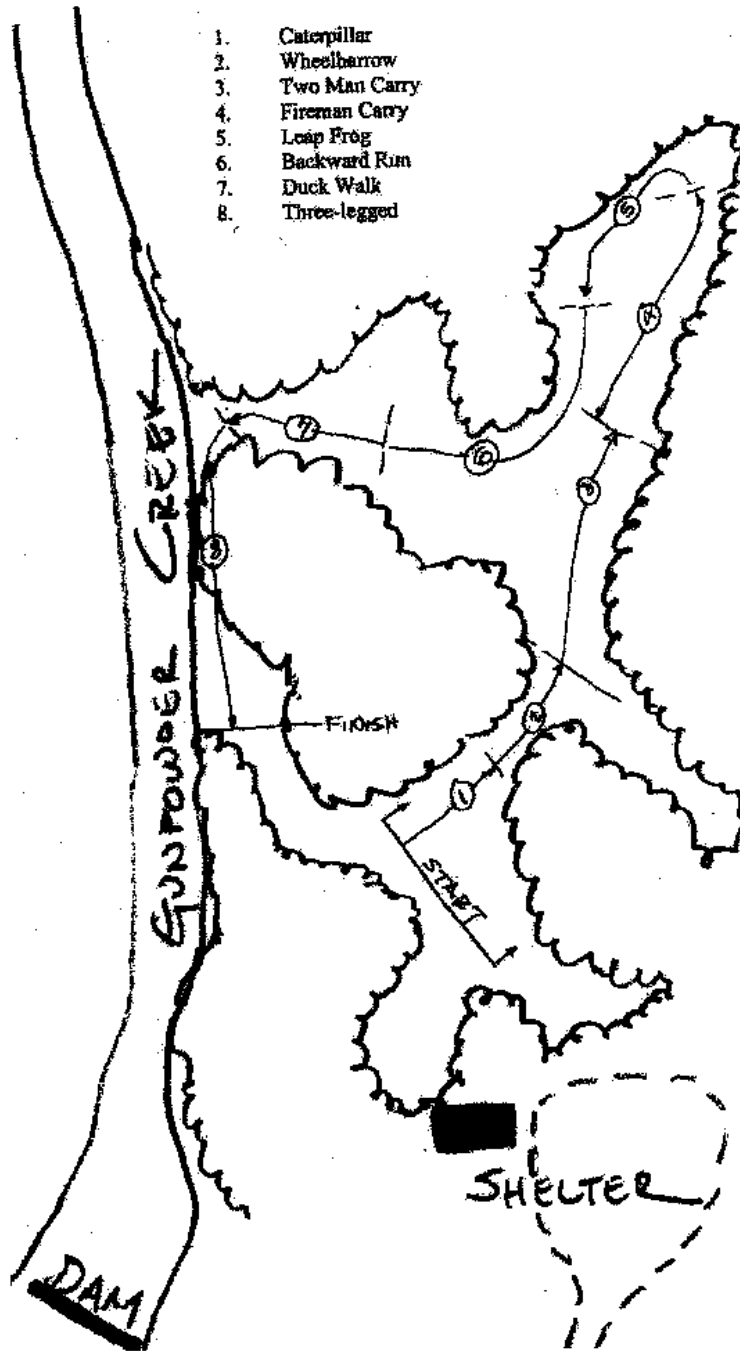
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**Thank You for helping us judge events at the camporee.**

**We will try and give you your first choice.**

**If you know you will have less or more judges please fill out form again and let us know.**

**Thanks again for your help.**

**Camporee Staff**

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## OA Call out

There will be a OA call out at the Saturday night campfire program. Scoutmasters need to provide a list of candidates that can be called out. There will be a OA rep in the lodge all day Saturday to take the list. You can also give it to staff when you register Friday night. Please have your troop number on list so we know where the scouts are from.

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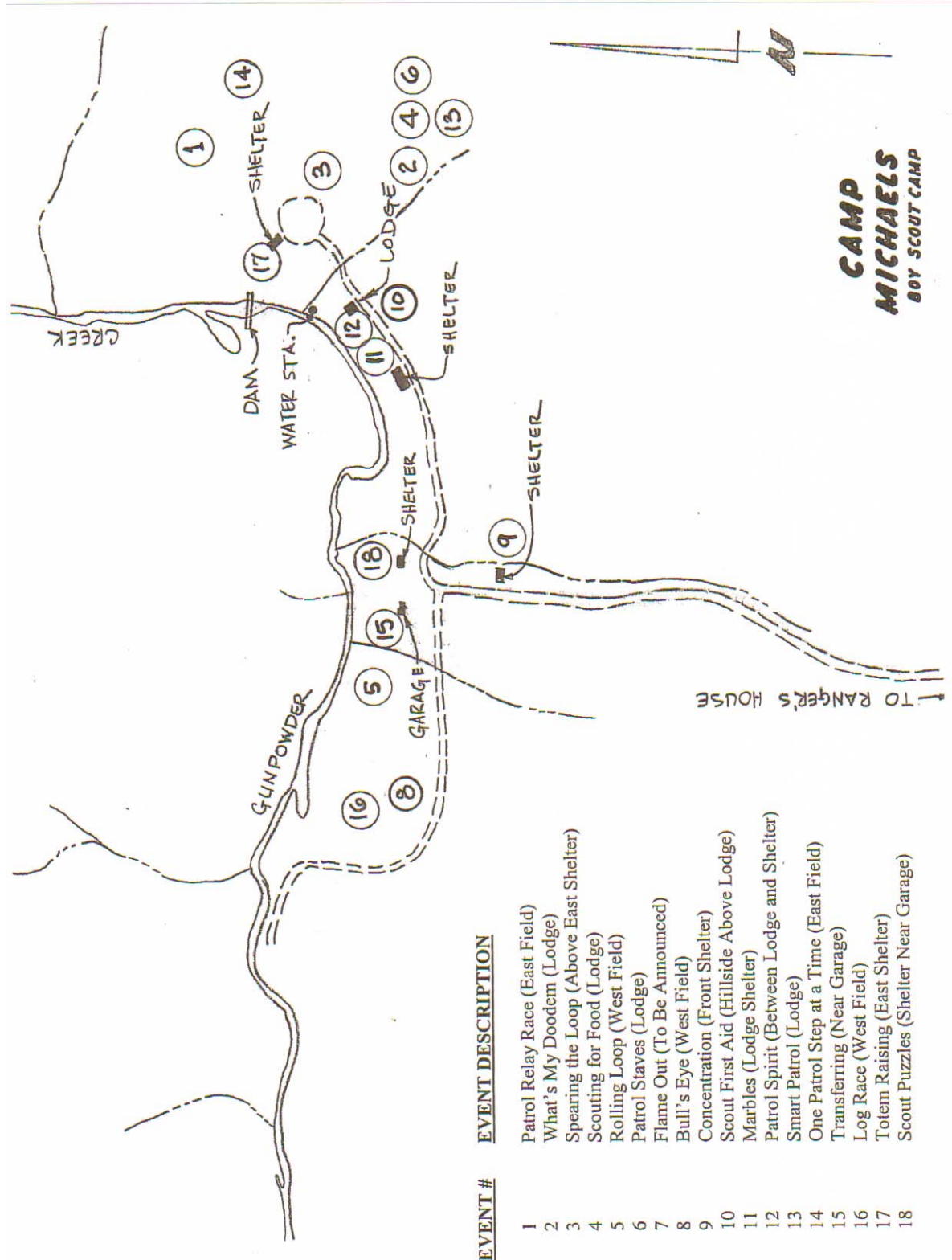
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## SUBJECT TO CHANGE DUE TO THE WEATHER

No troops are to use any of the shelters due to rain, until after 5 p.m. on Saturday. The large shelter near the lodge is to remain off limits until after church in case we have to move it from the campfire circle to shelter.

You can camp where ever you want as long as there is not a event in that area. The areas will be marked off on Friday so only the units coming in on Thursday need to watch where they set up camp....



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**Thank you for taking the time to update the staff on your registration.**

**If you add or remove members please let us know before Wednesday the week of the camporee. We need this information so we can get material ready for your unit.**

**If you have any questions please do not hesitate to contact us.**

**Thanks Again for your help.**

**Camporee Staff**