

**2019 Spring Camporee
Grand Towers
Illini
Thunderbird**

Camp Beaumont
April 26-29, 2019

Camporee Overview:

The Spring Camporee will be a combination Scavenger Hunt – Locked Room Puzzle – game of Clue. The Patrols will be presented with a series of puzzles and challenges to complete. As they complete these, they will discover clues that will help them solve the ultimate mystery...

WHO STOLE THE DONUTS!

Your Troop has gone on a weekend outing. On Saturday morning, you prepare breakfast, and your patrol leader notes all the food for the weekend is stored properly where it should be: Cold food in the coolers, non-perishables in the patrol box used for food storage. The donuts for breakfast on Sunday morning are stored right next to the bread for lunch. Sunday morning, the cooks go to retrieve the breakfast, and THE DONUTS ARE MISSING!

Your goal is to figure out who took the donuts, when they were taken, and where they were hidden. Was it Doug, the Senior Patrol Leader, who took the donuts to make the point that scouts should eat a healthy breakfast? Was it Joe, the Tenderfoot, who has a creative mind and loves to play practical jokes? Was it Mr. Jones, the ASM, who took the donuts to the local food shelter? Who, when and where – that is what your patrol needs to figure out.

As your patrol completes the challenges and solves the puzzles, you will get clues as to who took the donuts, when they took them, and where they hid them. At the end of the afternoon, bring your solution to HQ to see if your patrol solved the Mystery of the Missing Donuts!

Background Information:

The camporee will run from Friday, April 26 to Sunday, April 29, 2019 at Camp Beaumont. We will be camping in the Shipecy area, with activities taking place in and around that field. Please check-in when you arrive, turning in a roster of scouts and leaders participating in the camporee.

Almost all of the items that are needed for the activities will be provided by Staff. The patrols are expected to provide items such as one might bring on a normal weekend outing or hike. Be Prepared!

Introduction to Leave No Trace

Leave-No-Trace is a comprehensive approach to living and behaving in the outdoors, which encompasses not just camping, but also hiking, backpacking, and even just going to the park for an afternoon. The 2019 Spring Camporee will follow the seven principles of the Leave No Trace code. These principles are:

- * Plan Ahead and Prepare
- * Travel and Camp on Durable Surfaces
- * Dispose of Waste Properly
- * Leave What You Find
- * Minimize Campfire Impacts
- * Respect Wildlife
- * Be Considerate of Other Visitors

Apply these principles as you enjoy your weekend at Beaumont – pack out what you carry in, stay on trails, use the established fire pits, and respect others around you in the park and in camp.

The Outdoor Code

*As an American I will do my best to
Be clean in my outdoor manners
Be careful with fire
Be considerate in the outdoors
and
Be conservation-minded*



IMPORTANT INFORMATION

TROOP RECORDS

A roster of those Scouts and Leaders in attendance at the Camporee should be turned into the District Headquarters on Friday Evening or Saturday morning. You can use the form enclosed in this manual. Registration fees are due with this roster.

BEFORE THE CAMPOREE:

Ensure that all scouts and leaders have a current Class A and Class B medical form with the appropriate signatures. Bring these forms with you to the event.

CHECK-IN and CHECK OUT:

All units should check in with the camp HQ as they arrive in camp. All units should check out on Sunday morning. Your campsite will be reviewed for cleanliness before the unit leaves camp.

PARTICIPATION:

Scout events work best when all scouts participate and cooperate with the program. We expect all scouts to follow directions and apply themselves to the tasks as directed. Scouts who do not cooperate and do not participate become a distraction to their patrols, the staff, and ultimately other scouts in other patrols and units. Please remind your scouts that we expect all scouts to follow the Scout Law and Oath as they participate in the camporee.

PATROLS:

Scouting works best when the Troop's members are divided into Patrols. The optimum number of boys in a Patrol is 6 – 8. Each troop's Patrol structure should be formed before the Camporee and each Patrol should practice for the events as a unit. All activities are designed for Patrols and the most successful Patrols will be the ones who have practiced together. Try to avoid mixing scouts from different Patrols at the Camporee, as that reduces the time to develop the teamwork used in the Patrol Method.

Patrols are encouraged to show their patrol spirit by carrying their patrol flag to events and sharing their patrol yell at the successful completion of the challenges.

UNIFORMS:

Full scout uniforms will not be required during the camporee events, but part of scout spirit is the uniform, and scouts are encouraged to wear scouting-related shirts during the day. Uniforms are required at camp-wide assemblies (such as the flag ceremonies and the campfire). Please wear your full uniform for these gatherings.

CAMP POLICIES

Fire Fuel – Fires should be built in designated campfire locations only. DO NOT CUT DOWN TREES, LIVE OR DEAD.

Use of Water – Water spigots are for drinking and filling water containers only. Do not wash your dishes at the water spigots. Dispose of waste water in accordance with Leave No Trace practices.

Equipment – Besides your patrol gear, other equipment will be needed for patrol challenges, as described in this manual. Please note and fulfill these needs.

Camping Code – The Scout Oath and Law shall be the law of the camp. Scouts should also practice ‘Leave No Trace Camping’ whenever possible and follow the Outdoor Code.

Parking – Parking will be directed by the District, and will be in designated areas only. No parking or driving is permitted in the camping areas.

BASIC POLICIES

Adhering to these policies sets the correct example to the Scouts and gives the Scouting program a wholesome effect for its boy members.

Lanterns – No type of open flame is allowed in any tent (candles, kerosene lamps, etc.).

Fireworks – Absolutely no fireworks are permitted at the camporee.

Alcohol/Drugs – No beer or other intoxicating liquors or non-medically prescribed drugs are allowed in our Council camps.

Smoking – Smoking is discouraged on Scout events. If you must smoke, please do so away from Scouts.

GRAND TOWERS 2019 SPRING CAMPOREE SCHEDULE OF EVENTS

Friday, April 26

Friday evening Troops arrive at Camporee Area. Please check-in at Camporee Headquarters when you arrive.

9:00 – 9:30 PM **Leaders/SPLs' Meeting** at District Headquarters to discuss any additional rules for Camporee events.

11:00 PM **Campsites quiet.** All lights out.

Saturday, April 27

6:30 – 9:00 AM **Wake-up**, breakfast, clean-up.

9:00 AM **Morning Flag Raising** (*Optional attendance, in uniform*)

9:20 – 11:00 AM **Morning event**

11:00 AM – 1:00 PM **Lunch** at troop campsite. Campsite inspections.

1:00 – 4:00 PM **Afternoon challenge**

5:30 PM **Retreat. Flag Lowering.** The entire camp should attend, in uniform.

6:00 – 8:30 PM **Dinner** at troop campsite

8:30 PM **Evening Program.** Assemble at Flag Pole to be led to the Evening Campfire site.

8:30-9:45 PM **CAMPFIRE:** Entertainment by Patrols and Staff.

Camporee Overview

Morning program

On Saturday morning, there will be a short session during which patrols will solve a few challenges such as they might expect to see during the afternoon program. The morning session will run about 90 – 120 minutes. Staff members will be available to help the patrols interpret the clues and help with the puzzles as needed. This program will take place in Shippey near the Camporee Headquarters.

Afternoon program

For the afternoon program, the scouts will be moving around Beaumont to locations as dictated by the clues they solve. At some locations, they will have to complete a challenge to move on. At others, they may need retrieve an item they will use elsewhere. At each location, they should get one or more clues to help them solve the mystery of the missing donuts. Hopefully, by the end of the afternoon, they will have completed the challenges, gathered the clues, and they will be able to figure out who took the donuts, when they were taken, and where they are hidden. Once they have done so, they should return to the Camporee Headquarters to submit their answers and claim their prize.

A brief discussion of the challenges:

To complete the challenges, the patrols will need to know basic scout skills up through First Class. The patrol should come prepared for a day hike (as they will be hiking around Beaumont). At least one of the challenges will require knots and lashings, while others will require knowledge of First Aid, weather safety, or plants and animals. A patrol which has mastered its First Class skills should be able to complete the challenges successfully.

Campfire:

On Saturday evening, there will be a campfire after dinner, at which we can relax in safety and share tales of courage and survival. Each patrol should have a skit or song to share with the assembly. Please submit your skit or song to the staff headquarters on Saturday morning for approval.

Sample Challenge

The following is a short “Locked Room” challenge that is suitable for the Troop meeting. For this activity, you will need rope for lashings, a few poles, and a wash bucket. Lashing skills will be required. The challenge shouldn’t take more than an hour to complete.

Set-up: Prior to starting the activity, mark off a border beyond which the patrol cannot go. Set the wash bucket up 10 – 20 feet beyond the border (depending on what type of poles you have available). The sheet of puzzles should be in the bucket. The patrol gets the map, the rope and the poles, and the directions at the start of the event.

They should use the rope and poles to lash together a devise to collect the bucket. With the puzzles in the bucket, they should be able to determine where they are on the map and the correct bearing back to their campsite.

When I ran this for my troop, the bucket had a couple of physical puzzles the patrol needed to complete to get two of the digits to for the bearing. During the camporee, this will be the case. As I cannot send props with the camporee manual, your patrol just gets the four puzzles below. Feel free to change the puzzles to make them more challenging, as long as the three numbers used for the bearing at the end are the correct ones.

Solutions are on the next page.

Solutions:

The fourth puzzle, a chess problem, provides the patrols location on the map. The correct sequence of moves is:

1	...	Bb3 ch
2	Kc1	Ne2 ch
3	Kb1	Nc3 ch
3	Kc1	Ba3 mate

The highlighted move (Nc3) provides the starting point: Grid location c3 on the map.

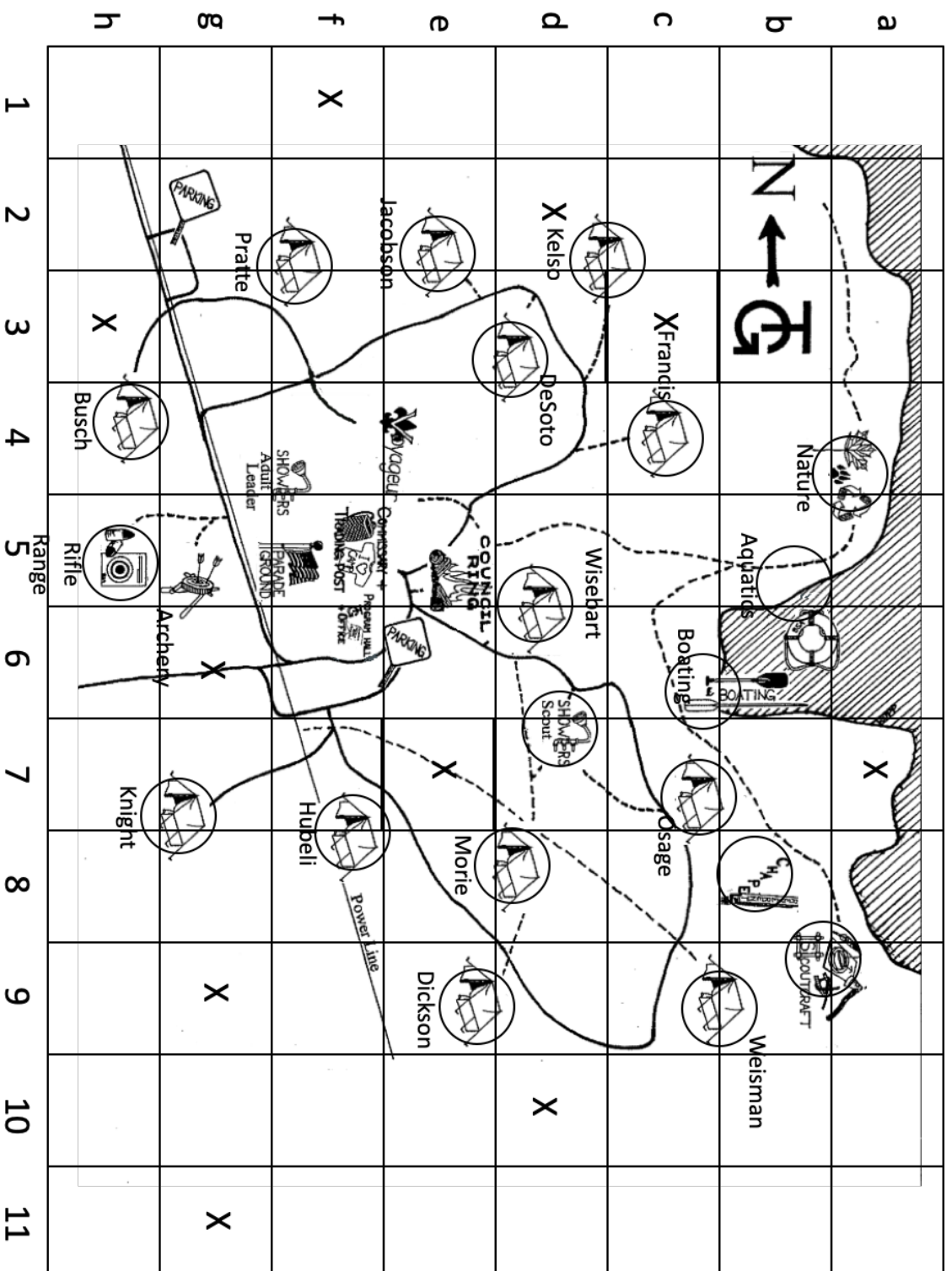
The first puzzle is completed by filling in Courteous, Trustworthy, and Loyal across, and reading the digit TWO down in the yellow squares.

The second puzzle provides a series of numbers in the pre-requisites:

$$1 - 3 + 2 + 4 + 7 + 1 - 4 = 8$$

The third puzzle is the famous St. Ives riddle, and while the answer to the riddle is usually accepted as "1", because it is the riddler who states "As I was going to St. Ives...", the number 7 is repeated and also used once as an actual number.

The three numbers, then, are 2-8-7. Take bearing 287 from grid location c3 and you get to Jacobson campsite. Note that when taking the bearing, the patrol must make sure that the map is oriented correctly! North is not the top of the page when reading the names.



The situation: Your patrol has gone on a day hike, but after taking a few wrong turns you are lost. As the first rule of being lost is to stay where you are until you are found or figure out where you are, you are not to leave the area marked off around you. Help will arrive in one hour. Until then, you are on your own. You need to figure out where you are on the map provided, and which direction you need to go to get home. All you have with you are the items you brought on the hike, a few items around you, and the clues you find.

Look around you at everything present and see if you can figure out the clues to determine where you are, and which direction you must go to get home safely. Good luck!

A scout is...

Trustworthy

Loyal

Helpful

Friendly

Courteous

Kind

Obedient

Cheerful

Thrifty

Brave

Clean

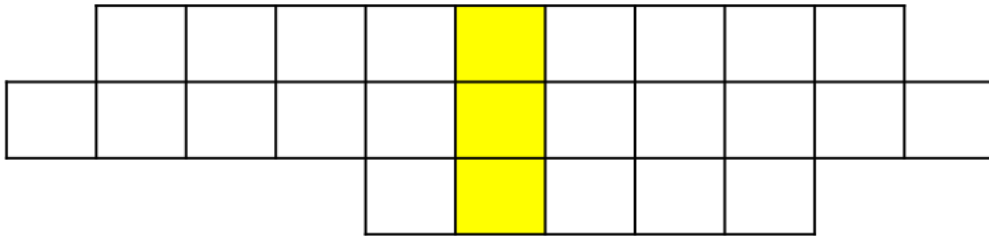
Reverent

Clue: Start at the "X". Find the bearing and follow it to your campsite.

Puzzles

Puzzle 1:

A Scout is...



Puzzle 2:

Merit badges:

Wilderness Survival: 9 – 10 AM

Canoeing: 1 – 2:30 PM

Pottery: 2:30 – 4 PM

Pre-requisites.

Wilderness Survival: 1 – 3

Canoeing: 2+ 4 + 7

Basketry: 1 – 4

Puzzle 3:

As I was going to St. Ives, I met a man with 7 wives. Seven wives had seven sacks, seven sacks had seven cats, seven cats had seven kittens. Kittens, cats, wives, sacks. How many were going to St. Ives?

Puzzle 4:

Black to play and force mate in three moves



1	...	Bb3 Ch
2	Kc1	
3		
3		

TROOP ROSTER

Unit # _____

(Please indicate if Cub Scout, Webelos or Boy Scouts)

Adults: _____

Scouts: _____

List names of attendees below. Use reverse side if needed.