



2011
Fall
Camporee



Indian Steps District &
First Capital District

Wizard Ranch

September 23-25, 2011

Discount registration due
8/26/11 Cost: \$5.00

Registration after 8/27/11
Cost: \$6.00

For this weekend you have been recruited by the
BSIA

"The Boy Scout Investigation Agency"

You have been recruited to help with a very important mission - **MISSION IMPOSSIBLE**. Your mission, should you chose to accept it is to find the Associate Deputy Director of the BSIA, AKA the Condor and present him with a computer disk. You have no information about his/her appearance, nor do you have a code word for identification. The original code word has been compromised. Be careful however, throughout Deadwood there are many people who may not be who they seem. Some are evil agents led by the infamous Jackal. It is known that the Jackal is operating in this area and may try to impersonate the Condor to intercept the information on your disk. You will meet both of them along the way. Will you be able to tell the difference? You will get clues throughout the day to help you determine who the Condor is. You may ask questions of the Supervisory Special Agents you meet along the way. Remember Condon will know the true workings of the BSIA however the Jackal has been studying up on the BSA Handbook and Field book to try and trick you. You must turn over your disk prior to campfire on Saturday. Failure to hand over the disk to the correct agent could prove devastating to the free world. As usual, should you or any member of your I.M. Force be captured, the secretary will disavow any knowledge of your existence. This tape will self-destruct in five seconds. Good luck, Scouts."

Orders from the Director

Friday

14:00 Probationary, Special and Supervisory Special Agents Arrive to get orders (Webelos, Boys Scouts, and Leaders)
17:00 Snack bar Open (Hot dogs, Soda, Chips etc.)
18:30 Lead Agents Meeting (SPL)
19:00 Supervisory Special Agents Meeting (Leaders)
20:00 TAPS - Snack bar Closed
20:00 Night Mission Begins (14 and older)

Saturday

6:30 Reveille, Breakfast & Clean up
7:30 Probationary, Special and Supervisory Special Agents Arrive to get orders (Webelos, Boys Scouts, and Leaders)
8:30 Directors Opening Ceremony, Flag Raising
9:00 Missions Begin
12:00 Missions suspended for Lunch
12:30 Missions resume
16:00 Missions complete
16:30 Retreat Class "A"
17:00 Return to camp for Supper & Clean Up
19:30 Campfire Ceremony
20:30 Snack bar Open at completion of Campfire
22:00 TAPS - Snack bar closed

Sunday

7:00 Reveille, Breakfast & Clean up
8:45 Directors Assembly, Flag Raising
9:00 Church Service
9:45 Closing Ceremony & Retreat

All orders are subject to change by orders
of the Director

Friday Night Missions
Reserved for Scouts 14 and older

Nighttime Orienteering - Standard orienteering course but with a huge twist, it's dark. At each checkpoint there will be 2 incorrect and 1 correct markers. The incorrect markers will have the name and pictures of the Condor's secret agents and the correct marker will have the name and picture of the Jackal's evil agents. Agents will need to record the name from the marker. These will be turned in at the end of the trail. The object is to "capture" the Jackal's gang of evil agents and not the agents working for Condor. A few stations may be set up along the way or at the end.

Please note that only Agents 14 and older may participate in this event. They should bring long pants, long sleeve shirts, hiking boots or like (no open toed shoes), a compass, water bottle and a working flashlight with fresh batteries.

Day Time Missions

BB Range - All good agents must go through field tests before they can be assigned to the most top secret missions. Agents will work on their marksmanship and will be scored for accuracy.

Cargo Net Challenge -Not only must agents test well on marksmanship they must test their skills on team work. This challenge helps them learn to work together as they overcome the obstacles of the Cargo net.

Blind Knot tying - To agents of your rank, tying knots should be easy. This mission will test your knot tying skills. Agents must be prepared for any situation including tying knots when vision is compromised.

Code Master - Agents have found a message. The problem is that it is coded. The agents must try and figure out the secret code using a code finder. Could this be a clue that will tell the agents who the Jackal is or will it be the secret recipe for momma Condor's Dutch oven cobbler? Only the agents with the best decoding skills will find out.

Sling Shot Catapults - Agents have come across the hideout thought to be used by the Jackal's evil agents. Condor's agents will use clever tactics to get any evil agents that may still be hiding out to leave their hideout and never return.

Clamp Extension - Agents have come across a bomb that seems to have been left by the Jackal's evil agents. Agents must remove the bomb using a mechanical arm without it detonating.

Fingerprinting Merit Badge - Agents will learn the art of fingerprinting so that they can insure they have apprehended the correct evil agent. Please provide Blue cards for agents who need this merit badge.

Raft Challenge - Oh No trouble! Agents have come across yet another obstacle. Agents must get the message across the pond to the awaiting agent. How will this be done?

Enemy Encampment - Agents are given the challenge to gather information about the enemy encampment. Agents must quietly work together to gather critical information which will be used to infiltrate this enemy hideout.

Blind Escape - The Special Agents have all been temporarily blinded by the blast that injured their Lead Agent. They must move their disabled Lead Agent through an obstacle course using his verbal instructions.

Agent Rescue - The plane has gone down. The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The agents must act as a search & rescue team to find him and treat him for injuries if necessary.

Espionage Adventure - The evil agent known as the Jackal, has stolen the royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted on the internet. Your group is entering an area that has been booby trapped. He has hidden a container with the royal emeralds. There are 7 false containers that contain the most poisonous spider in the world. Once loose, it will kill everyone within seconds. If agents choose the correct container they will avert international crises and probably prevent a disastrous war.

Agent's Gear List

In preparation for the challenges ahead, each Agent should have the following:

- Day Pack
- Bag Lunch
- Patrol flag (theme related)
- (2) 12 ft. ropes
- Binoculars
- Water per Scout
- * Pencil & Paper
- * Scout Handbook
- * 2 Staves
- * First Aid Kit
- * Scout Spirit
- * Scout Field Book

Supervisory Special Agents Wanted

The Secretary of the Indian Steps District needs fellow crew members and Adult Supervisory Special Agents to help the Mission Impossible stations. If you are able to come spend the day as a Supervisory Special agent please let Terri Boyd know.

Email isactivitiesbsa@gmail.com /phone 717-870-0189

Supervisory Special Agents coming for the day will receive a bagged lunch and camporee patch.

Supervisory Special Agents coming for the weekend have 2 options.

Staff Option 1- Camp, eat, and register with unit - Cost as determined by unit (lunch and patch provided by Activities Committee)

Staff Option 2- Camp, eat, and register with staff - Cost TBD (all food and patch provided by Activities committee)

Rewards for Exemplary Service

SPIRIT AWARD SHEET

Points will be awarded for the following:

Percentage of Scouts in Uniform
Camp Site Inspection
Pre-Registered
Attend Lead Agents Meeting/ SPL meeting
Attend Saturday Directors Opening Ceremony
Score from Saturday's Stations
Attend Saturday's Return
Attend Saturday's Campfire
Attend Sunday's Directors Opening
Attend Sunday's Worship
Attend Sunday's Retreat

CAMPSITE INSPECTION SHEET

SHELTER

POINTS

- | | | |
|----|---|-------|
| 1. | Tents properly erected, trim, securely anchored, proper use of ground cloths. | _____ |
| 2. | Cover fly for Dining Facilities properly erected, trim, securely anchored, provides for rain run-off. | _____ |

FIRE, FIREWOOD AND WOOD TOOLS

- | | | |
|----|--|-------|
| 3. | Fire site a safe distance from tents etc., adequately contained, (5ft radius cleared around fire). | _____ |
| 4. | Adequate fire buckets and/or fire fighting equipment available. | _____ |
| 5. | Firewood properly protected from rain and dampness. | _____ |
| 6. | Firewood is of good quality for burning, no green wood. | _____ |
| 7. | Wood tools sharp and properly stowed. | _____ |
| 8. | Ax Yard specifically located and adequately marked off (min. 1 per unit) and Ax Yard sign at Ax Yard gate with Unit Number clearly marked. | _____ |

HEALTH AND SAFETY

- | | | |
|-----|--|-------|
| 9. | Proper disposal of garbage. | _____ |
| 10. | Food adequately stored and adequately protected from contamination. | _____ |
| 11. | Cooking equipment properly stored and clean. (off ground) | _____ |
| 12. | Clean water is available. | _____ |
| 13. | First Aid facilities available and marked. | _____ |
| 14. | Campsite is clean and in order. | _____ |
| 15. | Personal equipment is neat and properly stored. (uniform by patrol) | _____ |
| 16. | Patrol leaders of the weekend, tent marked proper with name. | _____ |
| 17. | Troop Trailer - Wheels not properly Chocked (Deduct if not safely chocked) | _____ |
| 18. | Vehicle left in site (Deduct per vehicle) | _____ |

CAMP IMPROVEMENTS

- | | | |
|-----|--|-------|
| 19. | All flags properly displayed. | _____ |
| 20. | Campsite Improvements/Camp craft. Created with natural materials to make campsite more comfortable and convenient. Examples; built up fireplaces, utensil rack, pack rack, fire bucket holder, tripod, etc. by the boys. | _____ |

PATROL ORGANIZATION AND OPERATION

- | | | |
|-----|---|-------|
| 21. | Evidence of separate patrol sites if more than one patrol registered | _____ |
| 22. | Scout meals prepared by scouts, not by adults. | _____ |
| 23. | Patrol menu posted in Patrol site or kitchen area. Unit/Patrol | _____ |
| 24. | Copy of Registration Patrol Roster posted in Patrol site or kitchen area. | _____ |
| 25. | Unit Registered for Event by Deadline | _____ |

Total _____

2011 FALL CAMPOREE ROSTER

Unit Type _____ District _____ Date _____
 Unit # _____ Leader in Charge for Event _____
 Ph _____ Email _____

Adults			
Name	Phone Number	Name	Phone Number
1.		7.	
2.		8.	
3.		9.	
4.		10.	
5.		11.	
6.		12.	
Patrol Name: _____		Patrol Name: _____	
1.		1.	
2.		2.	
3.		3.	
4.		4.	
5.		5.	
6.		6.	
7.		7.	
8.		8.	
Patrol Name: _____		Patrol Name: _____	
1.		1.	
2.		2.	
3.		3.	
4.		4.	
5.		5.	
6.		6.	
7.		7.	
8.		8.	

Updated roster due at registration check in

First Capital & Indian Steps Districts 2011 Fall Camporee

Date: September 23, 24, & 25, 2011

Location: Wizard Ranch Hallam, PA

Time: Registration Fri 4:00PM-7PM; Sat 7:30AM-8AM

Boy Scout/Webelo/Venture Program: Sat 9AM-4PM

It is time for the **FALL CAMPOREE!** The theme for this year's camporee is "**MISSION IMPOSSIBLE**".

Patrols/Dens/Crews should "**Be Prepared**" to rise to the challenges of the day's activities. Your stealth skills and ingenuity will be utilized to the utmost but, be ready for the unknown.

A Friday Night Challenge for 14 years and older will test your older youth's skills. They should bring long pants, long sleeve shirts, hiking boots or like (no open toed shoes), and working flashlight with fresh batteries.

Lunch for Saturday should be a bag lunch, to be taken on the trail. There will not be time to return to the camp site.

Camp fires and circles will be determined by the weather conditions at time of Camporee, so come prepared with alternate cooking methods and you're "**Leave No Trace Camping Skills**".

Units must register by Friday, August 26, 2011 to guarantee patches at Camporee. Also, unit camp site assignments will be determined by registration date, unit size, and to receive spirit points. To be registered early is to be on time.

Equipment List per Patrol/Den for Saturday Boy Scout/Webelo/Venture

Day Pack	Scout Hand Book	2@12ft ropes	First Aid Kit
Pencil & Paper	Patrol Flag (Theme Related)	Binoculars	Compass
Bag lunch	2 Staves	Scout Field Book	Water per Scout

DETACH HERE

First Capital & Indian Steps Districts 2011 Fall Camporee
Must return by Fri, August 26, 2011(Camp Sites to be assigned by reg. date/size)

Troop #_____ **Pack#**_____ **Crew#** _____ **#Of Patrols/Dens**_____

#Of Scouts/Webelo_____ **#Of Leaders/Adults**_____ **Total**_____ **X \$5.00=**_____

Camping Fri/Sat/Sun_____ **Sat Only**_____ **(After Aug 26 X \$6.00)**

Contact Name _____ **Phone #** _____

Email _____

Any questions and/or additional information call George Holder 717-764-0649 or Terri Boyd 717-870-0189.