

# Monmouth Council's Mission isPossible Camporee

## Fall Camporee 2021 Forestburg Scout Reservation October 22 – October 24, 2021

The Committee has the right to make updates to this Leader's Guide.

Scoutmasters, Senior Patrol Leaders, Patrol Leaders and Crew Presidents and Advisors,

We are very excited about our Mission isPossible Forestburg Scout Reservation 65<sup>th</sup> Anniversary year Camporee and hope you will be joining us. This is your Leaders Guide for the 2021 Monmouth Council's Mission isPossible Camporee. The event will be held at Forestburg Scout Reservation from Friday, October 22nd, through Sunday, October 24th.

At this time leading up to this event, we are determining interest in Coach Bus transportation service to and from this event. This added feature does come with a nominal upcharge. If interested, please go to the Council Web Page for this event and click the link for more information.

Troops may select a campsite at registration. With no preference, sites will be assigned at arrival registration. Troop Trailers may be parked at your site in the designated trailer parking spot. Towing vehicle must return to the main parking lot. NO CARS or TRUCKS other than tow vehicle will be permitted past the main gate. Please plan / pack accordingly.

We highly suggest units plan on an 'on-the-run' lunch on Saturday. Bag lunches are quick and offer more program participation on this event packed day. Billet Dining Hall will be available for your on-the-run meal. Coolers with various drinks and coffee will be available.

### **EVENT REGISTRATION**

To register for this Camporee, please go to [Monmouth Council.org](http://MonmouthCouncil.org) and register. The following are the registration fees for every Scout and Scouter participating in the 2021 Camporee.

- Early Bird Registration from June 1, 2021 – September 3, 2021-\$10 per Scout / \$5.00 per adult age 18 and older.
- Registration from September 4 - October 15, 2021 increases to \$15 per Scout / Adult remains at \$5.00.
- From October 16th to the event weekend are considered at 'walk-in' \$20 per Scout. No exceptions! Adult remains at \$5.00. .... Participant substitutions are permitted.
- ❖ **Two (2) copies** of your Official Event Roster form reflecting all Scouts and Adults attending the Camporee are required at the time of the event check-in.
- ❖ Wristbands will be issued at check-in for all attendees (Scouts and Adults) and must be worn throughout the weekend. Registration fee includes camping, event patch, and admission to all of

the stations and event program areas.

- ❖ Optional open programs of “FSR Historic Trail’, ‘Duty to God’ medal / patch awards and some shooting sports ammunition (shot gun / black Powder – if offered) are purchased separately.

### **WEBELOS**

WEBELOS are not be permitted to attend this event. Many of the activities at this event are not WEBELOS age appropriate and cannot be modified to comply. We look forward to WEBELOS post cross-over to be able to fully enjoy events such as this in the future.

### **ARRIVAL DAY PROCEDURE**

- Time of arrival for anyone attempting to enter camp NYS Health Department requires ALL participants to remain in the Parking lot until checked in and cleared to enter Camp.
  - ✓ Please do not arrive before 5:00 p.m. on Friday as camping areas will not be available until 5pm – no exceptions.
  - ✓ Scoutmaster – Sr Patrol Leader / Crew Leader adult & youth Only are to proceed to the check-in table.
  - ✓ Two (2) legible copies of your Troop / Crew Roster are to be submitted at the time of check-in.
  - ✓ Unit Certification of health-check form is to be handed in at check-in.
  - ✓ Unit medical forms (A&B) are to retained by each respective unit. These forms must remain available and ready to submit the medical Health Officer in the event of an accident or medical event.
  - ✓ Walk-in participants must pay by check or cash, **no credit cards** at check-in.
  - ✓ Advanced event payments on or prior to 10/15/21 only are to be made through the Council Office. After 10/16 payment at the time of arrival – check or cash.
  - ✓ DO NOT send any paperwork or payments in after 10/16 to the Council Office! ALL late paperwork / payments are to be brought to the event and handed in at check-in.

### **EVENT PARKING**

Parking for the weekend will be very limited. PLEASE carpool or consider the Buss option (if sufficient pre-event interest is shown). We are calculating 1 car per every 5 scouts. Please download the Parking Pass from the webpage and print your information on it. Once you enter FSR, you must clearly display your parking permit on your dashboard.

### **ATTIRE**

The dress for the weekend must be weather appropriate, so please pack accordingly. Sturdy boots are highly recommended. NO open toed shoes will be allowed. Class ‘A’ on arrival and for the Saturday night Campfire. Troop class ‘B’ all other times.

### **GOING OFF CAMP PRIOR TO END OF EVENT** **and** **DAY OF DEPARTURE PROCEDURE**

- ✓ Prior to a Troop / Crew departure, the SPL or designated Scout with buddy must inform the Staff at the Welcome Center the Troop / Crew is ready to leave for a site inspection.
  - To be released from the event
    - Your camp site and trails leading into your site must be free of litter and food stuffs (Dumpsters across from the dining hall).
    - All borrowed equipment returned to the Ranger's shop or pre-announced drop location.
    - Fire Pits cold and free of liter / debris.
    - Unused fire wood neatly stacked.
    - Site restored to the condition it was found – Picnic tables back in place.
- ✓ After check-in, any adult leaving camp must sign-out when leaving and sign back in when returning at the Welcome Center. No youth are permitted to go off property until the event ends. NYS Dept Health COVID / Measles youth camp regulations.

### **EVENT STATION STAFFING**

We request every troop to do a good turn by volunteering in staffing a station. Please go to this sign-up genius link <http://www.signupgenius.com/go/> and sign up. We are looking for a unit to staff a station for the formal program hours. We are planning the formal program during the morning hours. After lunch will be an open program format. This is a large event and it is going to take a lot of volunteers a few hours out of the event to make this program a great experience for everyone.

### **CODE OF CONDUCT**

We want this weekend to be fun for the Scouts! The code of conduct for the weekend is the Scout Oath and Law. If everyone follows these principles, the weekend will run smoothly and everyone will have a chance to participate in all of the activities.

So come out and join us for a weekend of great fun!!! We look forward to seeing all of you at the Camporee!

### **SATURDAY MORNING FORMAL PROGRAM**

**Stations Scouts will encounter many obstacles on this Mission –  
all Scout Skills to practice leading up to this event.**

“THOSE THAT STAND READY – NEVER NEED TO GET READY”

### *Be Prepared*

Note to Scoutmasters: Please take advantage of many of the challenge stations and open programs that have BSA rank advancement skills built-in. Practice these in meetings / Summer Camp as your Troop / Crew readies for this event. Activity requirements for each of the stations are provided in the leaders guide to promote Patrol success.

- Lifesaving Station (Dry event)
- First Aid skills
- Obstacle Course
- Orienteering challenge

- Leaky Can
- Fire Starting Challenge
- Blindfolded Leadership Communication Challenge
- Bear Bag Station
- Kim's Game
- Alpine Skiing Challenge
- Tomahawk Throwing
- Rifle

### **OPTIONAL ACTIVITIES**

- Fishing Tournament (weather permitting)
- Open Rifle Shoot
- Open Tomahawk Throwing
- FSR Historic Trail Hike
- Duty to God Award
- Zip-Line (weather permitting)

### **What each Patrol must to bring and expected performance**

- ✓ Each Patrol's Basic equipment requirement for the Camporee program:
  - One back pack or day pack for the patrol to hold the required equipment for each station. These items are listed in the descriptions of each event.
  - One Patrol Flag at least 1 foot square in size to carry during the formal program.
  - Patrol Name, Yell and Cheer
  
- ✓ All mission station actions of the Patrol must be completed in a safe, deliberate, organized and secure manner to avoid accident or injury. Any deviation from this requirement will result in the Patrol being directed, by the station manager or station assistant to immediately stop, reset the equipment and proceed to the next station. Station manager's word is final. Accident don't happen by Accident.

### **Lifesaving Station**

**Waterfront beach.** Scouts have ten minutes for this event. A floating item will be identified in the water. This represents a person in distress the patrol finds on their hike. The 'victim' will be two upright poles representing out-reached arms at least twenty feet from shore. A rope will be placed on the dry ground 1' from the waters wedge which the Scout cannot cross to get closer to the lake. The scouts must throw a ring buoy or throw bag to the victim landing between the two arms 'the Rescue Zone'. The

'victim' does not need to be pulled to shore. Key is to hit the rescue zone. Each Patrol member must try at least twice to make the rescue. Once each Patrol member has made two attempts, one patrol member becomes the rescued person. They are injured, hypothermic, barely able to walk and needs to be properly two-man assisted to the safe area Infront of the Waterfront building. The Patrol provides necessary first aid (Station Masters will define what the injuries are). The Patrol also finding materials they must use to make an improvised secure and safe stretcher. From this point using the improvised stretcher the patrol must carry the patient to the next designated area carrying the stretcher through an obstacle course.

- ❖ Materials needed to be provided by the Patrol:
  - ✓ Splint.
  - ✓ Two Cravats
  - ✓ 2 each 4X4 gauze dressing
  - ✓ 1 4" Roller Gauze.
- ❖ Require action:
  - ✓ Hit the 'rescue zone' as many times as possible.
  - ✓ Using an appropriate and safe two-man patient assist / carry to the road.
  - ✓ Render appropriate first aid for hyperthermia and the injuries being identified.
  - ✓ Build a secure / safe improvised stretcher (MUST have the Station Manager approval for use – prior to lifting your scout).
  - ✓ Carry a Patrol Member in the improvised stretcher just to the end of the obstacle course.  
NOTE: If the patrol has 4 or less Scouts a log will be provided as the patient to be carried.
  - ✓ Proper stretcher carries with one and only one carrier verbally coordinating the move.
  - ✓ Successfully navigate the obstacle course – this part is not a timed event.
  - ✓ Reset all stretcher materials as found before the next leg of this event.
- ❖ Evaluation process:
  - ✓ Providing Patrol Name / Yell upon station arrival
  - ✓ Displaying Patrol Flag at all times
  - ✓ Leadership – clear instruction with delegation when appropriate
  - ✓ Teamwork – every Patrol member utilized in some manner
  - ✓ Task execution

### **Orienteering challenge**

**End of the obstacle course.** The Patrol finds a discarded package. In it is a map with landmarks and coordinates to an abandoned cabin. But the patrol does not know where they are to use these coordinates. Using the Patrol Compass and the found map, the Patrol must determine where they are using the triangulation method. Once the Patrol determines where they are they must find its way to the cabin. Night will set in soon for the need to hurry with a hypothermic injured Patrol member (now, to keep warm, able to walk on his own). From a designated point, set by the Station Master, the Patrol must record (on paper) the coordinates of the Five (5) numbered markers they see where they stand.

- ❖ Materials needed to be provided by the Patrol:
  - ✓ Patrol Compass
  - ✓ Something to write with and durable surface to write on.
  - ✓ One six-inch string of any type.
- ❖ Require action:
  - ✓ Name at least five parts of the compass to the Station Master.
  - ✓ Clearly write your Troop / Crew number and Patrol name on the Map provided.

- ✓ Facing the lake:
    - Locate Todd Lodge. Using your compass determine its coordinates. Write the coordinates on the map next to Todd Lodge.
    - Using the edge of your compass draw a line to Todd Lodge starting from the bottom of your map.
    - Identify the Bridge by the waterfront. Repeat the steps of determining coordinates, record coordinates and draw a line in the same manner as above.
    - If the lines drawn cross – write next to the point of the two line intersection of what that point represents.
  - ✓ Staying in the same place: Turn to the field. Identify the five numbered signs. Using the five numbered lines on the side of your map and compass write the corresponding coordinates of the five (5) numbered signs.
  - ✓ Staying in the same place: turn and identify the center flag pole in the parade field. Determine its height and record this number in feet on your map next to the flag pole.
  - ✓ Submit your completed map to the Station Master. And proceed to your next station.
- ❖ Evaluation process:
- ✓ Providing Patrol Name / Yell upon station arrival
  - ✓ Displaying Patrol Flag
  - ✓ Leadership – clear instruction with delegation when appropriate
  - ✓ Teamwork – every Patrol member utilized in some manner
  - ✓ Task execution – correct answers handed in.

### Leaky Can Race

**Sterner Hike Center area:** Your Patrol has arrived at the abandoned cabin. It's too unstable to go inside. Water is needed for your outdoors campsite prior to building a fire. You may use what you find at this abandoned cabin site (only what is provided to choose from and your backpack). Near the fire pit is a bucket you cannot lift or move to be filled with water but it must have water in it. A canister of water representing a spring is thirty (30) feet away from your fire pit bucket. The Patrol only has a can with holes in it all near the bottom. In turn each Patrol members take turns filling the can at the spring, return and dumps the water in the bucket. A patrol is judged on the amount of water in the bucket after ten (10) trips to the spring. Once the ten (10) trips are done, present four (4) items from your survival kit (no electronics) you could use to attract attention of rescue searchers from the air or land. Three (3) by day and one (1) by night – excluding your fire.

- ❖ Materials needed to be provided by the Patrol:
  - ✓ Items you would typically pack for camping you could use to attract attention by day and night.
- ❖ Require action:
  - ✓ Make ten (10) trips to the spring, fill the can with holes and only the can with holes, return to the station and empty what's left in the immovable bucket.
  - ✓ Each Patrol member must make at least one trip before anyone makes a second trip.
  - ✓ Leadership – clear instruction with delegation when appropriate
  - ✓ Teamwork – every Patrol member utilized in some manner
  - ✓ Thinking out of the 'can'.
- ❖ Evaluation process:
  - ✓ Providing Patrol Name / Yell upon station arrival
  - ✓ Displaying Patrol Flag
  - ✓ Leadership – clear instruction with delegation when appropriate

- ✓ Teamwork – every Patrol member utilized in some manner
- ✓ Task execution
- ✓ Amount of water in the bucket after ten trips.

### **Fire Starting Challenge**

**Sterner Hike Center area.** To treat the hypothermic patrol member a fire is required – your injured Patrol member can no longer walk and the trails too steep to carry them. Speed in raising the patients' temperature is essential. Scouts will need to explain what type of fire design would be needed to reflect heat toward the patient. Explain what considerations are needed for leave no trace principals with fires. Scouts will have to start a fire with a bow drill, pump drill, hand drill, flint (raw rock) and steel brought by and made by the Patrol (except the flint rock) ahead of time for this event. You will be directed where to build your fire. The fire pit will have two posts, one on each side. Part way up a wire connecting both poles. Above the wire a string. Your fuel wood cannot go above the wire. The fire must be tall enough to completely burn through a string. All kindling and combustibles must be provided by the Scout. All fire-starting instruments must be hand powered by the Scout. No matches, hot sticks, magnesium, liquid fuels or soaked fuels of any kind are permitted. Only that which is found in nature in its natural state is permitted as fuel.

- ❖ Materials needed to be provided by the Patrol.
  - ✓ Fire must be started exclusively using one or more of the items listed below. These items are easily made and recommended to be made prior to the event weekend with flint exception.
    - Bow drill
    - pump drill
    - hand drill
    - Flint and Steel – must be raw flint rock and steel bar striker.
    - No Hot sticks of any kind – no magnesium – no liquid fuels can be used.
  - ✓ This URL is intended for reference only: <https://www.essentials4survival.com/hand-drill-fire-starting/>
- ❖ Require action:
  - ✓ Report to the Station Master:
    - Explain the consideration of properly preparing the fire pit area for a fire.
    - Present examples of Tinder, kindling and fuel wood.
    - Explain what type of fire structure you will use for heat and why.
    - Explain what you would do with a heat / comfort fire to quickly become a rescue signal fire.
    - Build your fire fuel structure – no part of the fire fuel may be higher than the wire closer to the ground than the string.
    - Start the fire with a manual tool method identified above.
    - Manage the fire so that the flame burns completely through the string.
    - Once the string is burnt through, properly actively demonstrate the steps in putting out a fire. Explain what you are looking for to confirm the fire is totally out.
    - With the shovel provided - place the ashes / chard fuel in the ash bucket provided. Leave the fire pit clear and ready to be reset by the Station Master.
- ❖ Evaluation process:
  - ✓ Providing Patrol Name / Yell upon station arrival

- ✓ Displaying Patrol Flag
- ✓ Leadership – clear instruction with delegation when appropriate
- ✓ Teamwork – every Patrol member utilized in some manner
- ✓ Task execution
- ✓ Patrol hand-made fire-starting device properly used
- ✓ Task execution – effort.

### **Blindfolded shelter Set-up Station**

**Sterner Hike Center area.** Leadership Communication Challenge. Your fire is going and help is still hours away, you need shelter. It's overcast, mild temperature, rain and wind are expected from the West and darkness has fallen. Shelter is required to avoid additional cold injury related victims in your Patrol. All members of a patrol are blindfolded except for the patrol leader. Patrol members are on Scouts' Honor to remain blindfolded – no peeking. The Patrol Leader must verbally guide the rest of the patrol in setting up a tarp lean-to emergency shelter. The patrol leader may not touch any part of the tarp, poles, rope, nails or other patrol member. The Patrol leader will be given a photo or drawing of what the shelter is to look like at the end. Equipment Scouts should have: Compass. Equipment given: folded Tarp, Two posts, 6ea 40penny nails, Two 10' lengths of rope and one rubber mallet. Timed event with score for team building and cooperation.

- ❖ Materials needed to be provided by the Patrol:
  - ✓ Patrol Compass
- ❖ Require action:
  - ✓ Patrol designates who will give the direction to the patrol. This person will not be blindfolded for this activity. The rest of the Patrol will be blindfolded.
  - ✓ Prior to blind folding – the Patrol leader instructs the Patrol what they must do without the Patrol Leader showing the instructions or drawing he was given.
  - ✓ Without touching – the patrol may look at the supplies laid out on the ground Infront of them for one minute.
  - ✓ The Patrol leader directs where each patrol member will stand to get started. In this position each Patrol member is Blindfolded.
  - ✓ Patrol leader is to maintain a safe and organized team effort.
  - ✓ Construct the lean-to per the instructions and design.
  - ✓ After completed and Station Master will review,
  - ✓ The patrol resets the station material in the same manner as it was found.
- ❖ Evaluation process:
  - ✓ Providing Patrol Name / Yell upon station arrival
  - ✓ Displaying Patrol Flag
  - ✓ Leadership – clear instruction with delegation when appropriate
  - ✓ Teamwork – every Patrol member utilized in some manner with safety as priority one.
  - ✓ Task execution

### **Bear Bag Station**

**Sterner Hike Center area.** Your Campsite is complete, night has fallen, your meal is over, now time to secure the campsite prior to sleeping. You must identify your 'smellables' to be placed in your bear bag and hang your bear bag.

- ❖ Materials needed to be provided by the Patrol:
  - ✓ One 'Bear Bag' per Patrol – (Small stuff sack, Day Pack or similar size will work).
  - ✓ 25 – 30' bear bag rope.



- ❖ Require action:
  - ✓ Explain to the Station Master or delegate
    - Name at least eight (8) items you carry camping that is considered as a ‘smellable’ on a co-ed adventure into the back-country. Food and drink items as a group only count only as 2 items.
    - What you must consider in placing the Bear Bag in relationship to your sleeping area.
    - What the optimum height the bear bag needs to be off the ground and away from the trunk of the tree – and why.
    - What could cause the Bear Bag to slip lower during the night and what you would do to prevent that.
  - ✓ Throw your Bear Bag Rope over the limb you will use, raise your bear bag and appropriately tie it off. Each Scout in the Patrol must have at least two throw attempts.
- ❖ Evaluation process:
  - ✓ Providing Patrol Name / Yell upon station arrival
  - ✓ Displaying Patrol Flag
  - ✓ Leadership – clear instruction with delegation when appropriate
  - ✓ Teamwork – every Patrol member utilized in some manner
  - ✓ Task execution

### Kim's Game

#### **Description**

**Outside Trading Post pavilion.** Morning has arrived. It’s time to send two Patrol members to hike to the Ranger station for help and guide the rescue party back. It will be important to recall the unique landmarks of plants / animals your Patrol saw after starting your trip from the Ranger station to your current location. The Patrol must successfully remember as many items to ensure a quick rescue. The full Patrol will help them to remember as many items as they can by writing them down.

#### **Objective**

On the durable surface and writing tool, write down as many items as the Patrol saw by its correct name. You may use your Scout Handbook.

- ❖ Materials needed to be provided by the Patrol:
  - ✓ One Boy Scout Hand Book
  - ✓ Writing tool
  - ✓ Durable platform to write on.
- ❖ Require action:
  - ✓ The Patrol gathers around a blanket / Tarp at this Station.
  - ✓ With only their eyes and memory, no writing, no photos, the cover is removed for one (1) minute. The Patrol closely examines the items that are revealed.
  - ✓ Once the cover is replaced, the patrol moves a few feet away (but stay close to the station) that no other Patrol over hears your Patrol.
  - ✓ Prior to recalling the items, the Patrol Leader leads the Patrol in reciting the outdoor code.
  - ✓ Write your Troop / Crew number and patrol name clearly on your curable surface.
  - ✓ Correctly list as many items as your Patrol can be remembered.
  - ✓ Submit the list to the Station Master and move on to your next station.
- ❖ Evaluation process:
  - ✓ Providing Patrol Name / Yell upon station arrival
  - ✓ Displaying Patrol Flag
  - ✓ Leadership – clear instruction with delegation when appropriate

- ✓ Teamwork – every Patrol member utilized in some manner
- ✓ Task execution by number of totals written down and handed in.
  - Number of correct items:
    - Ten or under: Rescue mission in jeopardy.
    - Eleven to fifteen: Rescue delayed one day.
    - Sixteen or more: Rescue is swift and successful.

### Alpine Skiing Challenge

#### **Description**

**Front of the Health Lodge.** Your injured Patrol member has been extracted by air and is safe. Now you need to get the rest of your Patrol out. A snow storm begins to howl makes hiking out impossible. The fastest way is to use 'state of the art' Patrol size Skis dropped in by air rescue. Communication and Coordinated teamwork are required. No one gets left behind.

#### **Objective**

The patrol starts at a point designated by the Station Master. Patrol members take a position on the skis, one for each foot, one person behind the other. Holding the rope lines for each Patrol member's hands, the patrol 'walks' the timbers under foot to a designated point that may require a turn or two. On the return Trip (Patrol steps off and repositions the skis and remounts) back to the point of origination. The Patrol switches out as many members as required to give everyone an equal chance.

- ❖ Materials needed to be provided by the Patrol:
  - ✓ None- All materials provided
- ❖ Require action:
  - ✓ Successfully walk the state of the art' Patrol Skies along the designated evacuation path.
  - ✓ Clear communication and team work.
- ❖ Evaluation process:
  - ✓ Providing Patrol Name / Yell upon station arrival
  - ✓ Displaying Patrol Flag
  - ✓ Leadership – clear instruction with delegation when appropriate
  - ✓ Teamwork – every Patrol member utilized in some manner
  - ✓ Task execution with the least number of times any foot hits the ground. The exception is at the time of the 360 degree turn and when Patrol members switch-out.

### Tomahawk Throwing

#### **Description**

**Location TBD:** Each Scout will be taught how to throw a tomahawk and given a chance to practice throwing it. After the Scout has had a chance to practice, he will throw three "hawks" for his score. The target is a cross-sectional area of a log from 18" to 24" in diameter (as big as the local area is able to provide). The target will be set upon a tripod to help to support the log and to steady the log when the tomahawk hits it.

#### **Objective**

Give each Scout an opportunity to learn to throw tomahawks. Strict adherence to safety rules. Violation of safety rules or exhibiting dangerous behavior by any Patrol Member will disqualify the entire Patrol to stop and proceed to the next station. Station Master's word is final. Each Scout will a chance to practice throwing the tomahawks (practice throws may be limited by the time available).

Each Scout will then be given an opportunity to throw three tomahawks for a score. The scoring will be based on accuracy. Playing cards will be tacked to the target and each Scout will be awarded points for each card hit and how many hawks he sticks. While each Scout will get a score for bragging rights, this is a fun event and no champion will be named. See full Rules below.

### **Rifle Range**

#### **Description**

**Shooting Sports Complex Rifle Range:** Each Patrol will be given safety and range rules. All BSA rules and regulation apply including age-appropriate .22 rifle use participation and personal protective equipment use. Each eligible Patrol member will be given FIVE (5) .22 shells. Following the Range Master's directions all five (5) shots will be directed at the appropriate paper target down range. Once completed following the directions of the Range Master at each step: each participant will collect their brass, deposit in the designated bucket, change out targets, write your name, unit number and Patrol Name on the paper target and hand to the designated person. No one is permitted to take brass or shells as a souvenir. Doing so will disqualify your Patrol from this station. All participants are required to wash properly hands after this event.

#### **Objective**

Give each Scout an opportunity to learn and experience rifle sports. Collected paper targets will have scores tallied during the day – not the time directly after firing.

- ❖ Materials needed to be provided by the Patrol:
  - ✓ None- All materials provided
- ❖ Require action:
  - ✓ Participate under the Scout Law, Oath and Range Master's direction and rules.
  - ✓ Age-appropriate participation.
  - ✓ 5 shots into the firing position designated paper target.
- ❖ Evaluation process:
  - ✓ Providing Patrol Name / Yell upon station arrival
  - ✓ Displaying Patrol Flag
  - ✓ Ranking will be by Highest Patrol score and highest Troop score. To ensure an even playing field each shot score will have an equal weight. No group will be at a disadvantage regarding size.

### **OPEN PROGRAM - AFTER LUNCH**

#### **Rifle Range**

#### **Description**

**Shooting Sports Complex Rifle Range:** Each Patrol will be given safety and range rules. All BSA rules and regulation apply including age-appropriate .22 rifle use participation and personal protective equipment use. Each eligible Patrol member will be given ten (10) .22 shells. Following the Range Master's directions all ten (10) shots will be directed at the appropriate paper target down range. Once completed following the directions of the Range Master at each step: each participant will collect their brass, deposit in the designated bucket, change out targets, write your name, unit number and Patrol Name on the paper target and hand to the designated person. No one is permitted to take brass or shells as a souvenir. Doing so will disqualify your Patrol from this station. All

participants are required to wash properly hands after this event.

### **Objective**

Give each Scout an opportunity to learn and experience rifle sports. Collected paper targets will have scores tallied during the day. Ranking will be by Highest Patrol score and highest Troop score. To ensure an even playing field each shot score will have an equal weight. No group will be at a disadvantage regarding size.

## **Tomahawk Throwing**

### **Description**

**Location TBD:** Each Scout will be taught how to throw a tomahawk and given a chance to practice throwing it. After the Scout has had a chance to practice, he will throw three "hawks" for his score. The target is a cross-sectional area of a log from 18" to 24" in diameter (as big as the local area is able to provide). The target will be set upon a tripod to help to support the log and to steady the log when the tomahawk hits it.

### **Objective**

Give each Scout an opportunity to learn to throw tomahawks. Strict adherence to safety rules. Violation of safety rules or exhibiting dangerous behavior by any Patrol Member will disqualify the entire Patrol to stop and proceed to the next station. Station Master's word is final. Each Scout will a chance to practice throwing the tomahawks (practice throws may be limited by the time available). Playing cards will be tacked to the target and each Scout will be awarded points for each card hit and how many hawks he sticks.

### **Rules**

1. Keep tomahawks secured in safe place when not in use.
2. The staff member demonstrates how to throw a "hawk."
3. The activity leader breaks the patrol up into pairs (using the buddy system). He then gives a demonstration of what they are to do and how to do it. He assigns each pair a station. A triple may be required for odd numbered patrols.
4. The leader directs throwing so that safety rules are observed.
5. One Scout throws the "hawks" while the other Scout watches from a safe position. The staff member points out ways for the Scout to improve after each throw.
6. The Scout who threw the "hawks" retrieves the "hawks and places them in the secure holder."
7. The Scout who did not throw stands at the throwing line while the Scout who threw retrieves the "hawk."
8. The next Scout then takes his turn.
9. Only one set of "hawks" (three "hawks" in a set) is used per throwing space (target).
10. Anyone not observing the safety rules must wait outside the area for his patrol to finish.

## **Fishing tournament**

### **Mission Possible 2021 Fishing Derby Official Rules and Regulations**

- 1) The Fishing Derby is open to Scouts and Scouters.
- 2) Scouts are encouraged to complete all requirements for the BSA Fishing Merit Badge leading up to this event except requirements 9 and 10. Councilors will be available to complete requirements 9 and 10 the day of the event. You must show your Blue card with all other requirements signed off by your Counselor.

- 3) All contestants must attend the day of the event fishing safety and technique demonstration to be able to check-in and be issued a contestant number. Start time and location will be in your event folder provided at arrival check-in.
- 4) All fishing must be done with-in the physical boundaries set on the day of the event. Those found outside those boundaries will be asked to stop fishing, return to the dock and will be disqualified.
- 5) By registering you have agreed to abide by all the Rules and Regulations of the Fishing Derby, Safety Afloat (if boats are available) and participate guided by the Scout Law, Oath and Out Door Code.
- 6) No one at any time for any reason is permitted to enter the water at any body part regardless of water depth or equipment being worn. Offenders will be given the immediate direction to stop fishing, leave the lakeshore area and be disqualified.
- 7) Pickerel (Tigers of Fresh water) are excluded from eligible Fishing Derby species and are not to be targeted. Pickerel that are caught are not permitted to be brought into a boat (if boats are used) or allowed loose on land. The use of fishing pliers to remove hooks from Pickerel is mandatory.
- 8) All fish entered must be caught by hook and line or rod and reel in a legal hook in the fish's mouth manner. No gigging or snagging of any kind. Proper fish holding and hook removal techniques mandatory to reduce fish injuries, stress and possible mortality.
- 9) Single hook – no treble hooks with bait use. Treble hook allowed only as part of a lure.
- 10) No live fish or bait fish purchased are to be used as bait. We do not want invasive species or diseases introduced to the lake.
- 11) Allowed are worms, leeches, mealworms, crickets, grasshoppers, grubs, dough-balls or muscles (from Burnt Hope Lake only)
- 12) All fish are catch and release. The ONLY exception are those Scouts working on and having shown a Fishing MB Blue Card at the fishing derby check-in. They may keep ONE fish for the purpose of fulfilling the requirements.
- 13) Bring to any designated check-in point **ONLY** fish you feel are contenders for the categories in the running for awards. Release non-contending fish immediately.
- 14) Fish brought to a check-in location must be kept alive in a bucket with water to avoid stress in reducing the chance of mortality.
- 15) Only fish caught from the shore or from a rowboat will be allowed. If boats are available – no motors of any kind. Boat availability will be dependent on weather and trained and certified staff being present.
- 16) The winners will be determined and published in the event check-in folder under Fishing Derby Flyer.
- 17) In the event of a tie, the person who enters the first longest fish according to the time recorded will be the winner.
- 18) Although contestants may enter one or more fish, each participant is entitled to only ONE prize. If the succeeding fish is larger, the smaller fish will be withdrawn.
- 19) The decision of the Derby Judges will be final and not reviewable in any form.
- 20) The Fishing Derby starts at 2 p.m. and ends dusk. Boats will be called in 15 minutes prior to the end of the event. Boats arriving after the 15-minute call-in, the entire boat crew will be disqualified – this is a safety issue.

## **Meet Hiking requirements**

**Optional Awards (Available Year-Round) that can be worn on your uniform**

**Award recognition items are not included in the cost of this event and are sold separately.**

### **FSR OA Heritage Trail**

The Forestburg Heritage Trail was created in 2006 to celebrate the 50th Anniversary of Forestburg Scout Reservation. Hiking the trail and answering the questionnaire is a great way to learn more about the camp and earn a cool medal. The trail is approximately 2 miles long. What a great time to earn this award as Forestburg Scout Reservation is celebrating its 65<sup>th</sup> Anniversary. Completion and submission of the program guide application offers the opportunity to buy for a fee this medal for wearing on your uniform. There is no cost to participate in this program. For More details please visit:

<https://www.monmouthbsa.org/files/24271/FSR-OA-FHT-Guide-Letter-Size>

### **Monmouth Council BSA 'Duty to GOD' Award Program**

Hike FSR Trails for your five-mile requirement while earning this award. Monmouth Council's Forestburg / Quail Hill Scout Reservation's "Duty to God" program is designed to expand Scout and Scouter's awareness of God's bountiful creation. Meeting the award requirements directs participants to view our responsibility to the land, air, water and examine and grow our relationship with God.

This award program has been created to help stimulate the religious journey of both scouts and scouters while on their Scouting trail. This award achievement journey is designed to tie together the chaplaincy services at Forestburg and Quail Hill Scout Reservations and the scout's home program. We hope that through meeting the requirements in earning the award the scout's own feelings and views will grow in their religious practices and fulfilling their duty to God. Purchase of the Patch and or Challenge Coin are after completing the requirements are optional. Please know 100% of the 'Duty to God' award program recognition item sale proceeds are dedicated to support our camp's religious connectivity programs, chapel maintenance, summer camp religious services and to sustain the 'Duty to God' Award program. See the display in the Trading Post for more information. Award Patches and coins are available through FSR and Quail Hill Scout Reservation Trading Posts.

## Rules and Regulations

- Camp Code: The Scout Oath and Law will be the law of the camp.
- Roster: The Troop roster must be completed and turned in at Check-in. Please make additional copies as needed.
- Wristbands: Must be worn at all times.
- Fire: Only Fire rings in the camping areas are to be used for campfires.
- Generators: No generators allowed in camp sites or for use by units.
- Cooking Fuel: Use wood, charcoal, or pressurized as fuel in preparation of meals. In the interest of conservation, charcoal is recommended and encouraged. NO Liquid fuels other than that use by backpacking stoves.
- Pressurized Fuels: The use of either high or low-pressure lanterns or stoves must be in accordance with current council policy.
- Use of Water: Water sources are only for filling water containers. They are not to be used for personal hygiene, washing or rinsing dishes, or washing clothes. Showers will be open for everyone's use.
- Tent Ditching: "Proper pitching avoids ditching." Digging ditches around tents is strictly prohibited. You can put your tent on the platforms or in an open area.
- Garbage: Each unit must use the main dumpster for garbage. All bags must be tied well and put in the dumpster. DO NOT leave it lay around the outside of the dumpster.
- Tobacco/Alcohol: No person under the age of 18 is allowed to use tobacco products. All adult smokers are encouraged to refrain from smoking around on in sight of Scouts during the weekend. Alcohol is strictly prohibited.
- Early Arrivals: Those persons not on staff that arrive prior to 5:00 pm will be asked to wait in the parking lot.
- Check-In: One adult leader will need to stop in at the main gate area for your registration packet.
- Check-Out: Will start at 10 am Sunday morning. Gates open at 9am for trailer tow vehicles to enter. SPL will need to go to the health lodge and a Camporee staff member will go to your camping area. Your area must be clean. Once your area has been cleared, you will be given the event patches for your unit and you can depart.

- Patches: All paid registrants will receive an Event Patch. Other patches will be available at the Trading Post. Check them out. Other Camporee merchandise will be available too.
- Gateways: No gateways are allowed at this Camporee.
- Volunteering: Every unit is asked to volunteer to work a station. Please go to sign up genius and volunteer for your station.  
<https://www.signupgenius.com/go/10C044FACAF2EABF49-mission>
- All Faith's Service: The Camporee will have 1 service on Sunday morning at the Bodeman Chapel. Benches are available, do not bring your own chair. If anyone is interested in speaking or participating in the service, please send an email to [garytintonfalls@gmail.com](mailto:garytintonfalls@gmail.com) . Use this opportunity to meet the 'Duty to God' Award requirement.
- Buddy System: ALL should observe the Buddy System at all times during this event. The guidelines found in "The Guide to Safe Scouting" are the rules of the Camporee and must be strictly enforced by the Leaders. The Scout Oath and Law are an important part of every Scouting activity. Leadership starts with YOU. Lead your unit appropriately.
- Toilets / Latrines: Please keep them clean.
- First Aid: Medics / EMT will be on hand and available at all times during this event. Any issues please check in at the Health Lodge. For emergencies, notify the closest event staff member.
- Trading Post: Will be open during the Camporee.
- Trash: Please bring your own trash bags. All trash can be put in the dumpster located by the Dining Hall or you can take home your trash.
- Early Departures: Units needing an early departure on Sunday should make prior arrangements at check-in.
- Prohibited:*** ***Sheath knives, alcohol, fireworks, fire-arms, and non-medically prescribed drugs are strictly prohibited.***

***LEAVE NO TRACE !***



# Important

## For Your Scouts' Safety (& Yours)

### **HEALTH FORMS**

All Staff members need to have a current (2020) Health Form with sections A & B filled out and signed, and turned in with their staff applications.

### **UNIT LEADERS**

Be sure EVERY Scout and adult has a current BSA Medical Form. Keep copies in Troop binder.

Check the forms before leaving on every outing. Don't just assume that they are all there... Have the Troop leader bring the Medical form binder.

### **PRESCRIPTION MEDICATION**

On all outings, have an Adult from your unit take charge of ALL youth medications (in original containers), keep secured, and dispense as prescribed.

# Camp Roster

EVENT: Mission isPossible Camporee      DATES: October 22<sup>th</sup> to October 24<sup>th</sup>, 2021

CAMP: FSR Scout Reservation      CAMPING AREA: \_\_\_\_\_  
 (we will assign when you check in)

UNIT #: \_\_\_\_\_ DISTRICT: \_\_\_\_\_

(NOTE: Please list Scouts by **Patrols**)

Scouts Name	Phone Number	Rank	Age
1.			
2.			
3.			
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19.			
20.			
21.			
22.			
23.			
24.			

Adult Name (Minimum 2)	Cell Number	Email Address
1.		
2.		
3.		
4.		
5.		
6.		

